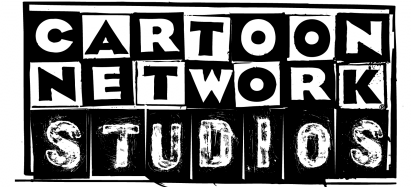




# “James II” 1025-164 Design Board



Date 11/13/13

- ☒ Board Team Final
- ☒ Network Approval Board
- ☒ Record Board
- ☒ Animatic Scan Board
- ☒ Conformed Board
- ☒ Design Board 11/13/13
- ☐ Final Board

Adventure Time Created by  
Pendleton Ward

Supervising Director  
Elizabeth Ito

Storyboard by  
Seo Kim &  
Somvilay Xayaphone





"James II"  
1025-164  
Conformed Board



Date 10/23/13

- ☒ Board Team Final
- ☒ Network Approval Board
- ☒ Record Board
- ☒ Animatic Scan Board
- ☒ Conformed Board 10/23/13
- ☐ Design Board
- ☐ Final Board

Adventure Time Created by  
Pendleton Ward

Supervising Director  
Elizabeth Ito

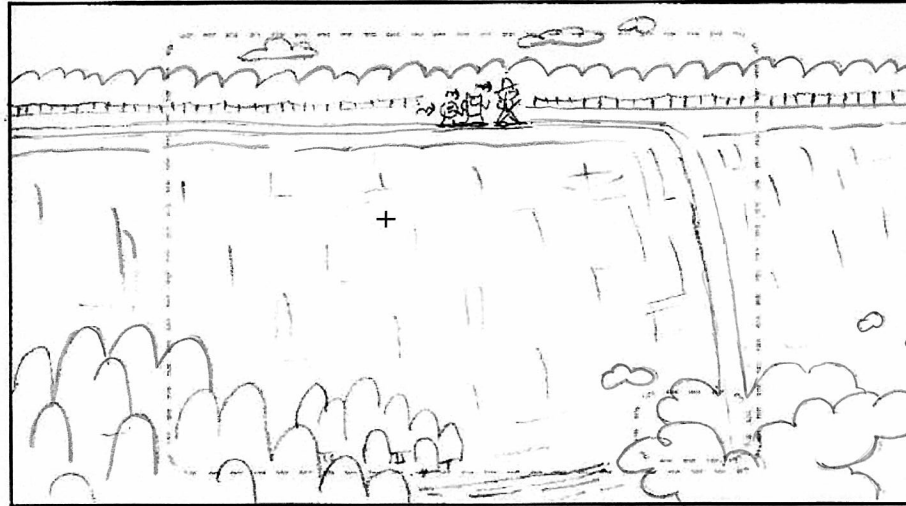
Storyboard by  
Seo Kim &  
Somvilay Xayaphone

# ADVENTURE TIME

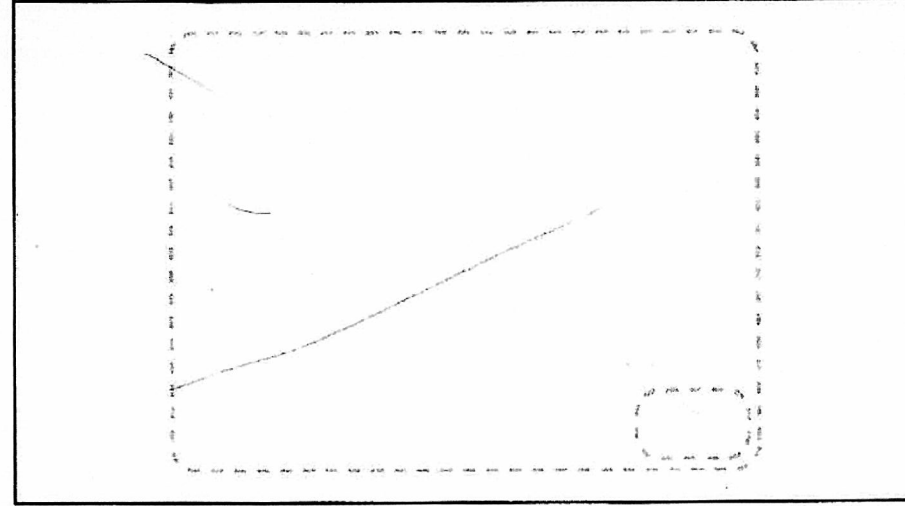


Page 1

Sc. 01 Pnl. A Bg. day night





Sc. Pnl. Bg. day night



Dialog: F/J: (CALLED OUT) WILL-LY!

Action: - F, J, AND PB WALK TOWARD WATERFALL

Timing:  

© 2011 This material is the property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio, duplicated or used in any manner except for production purposes, and may not be sold or transferred.

EPISODE # **1025-164**

Production :

ADVENTURE TIME



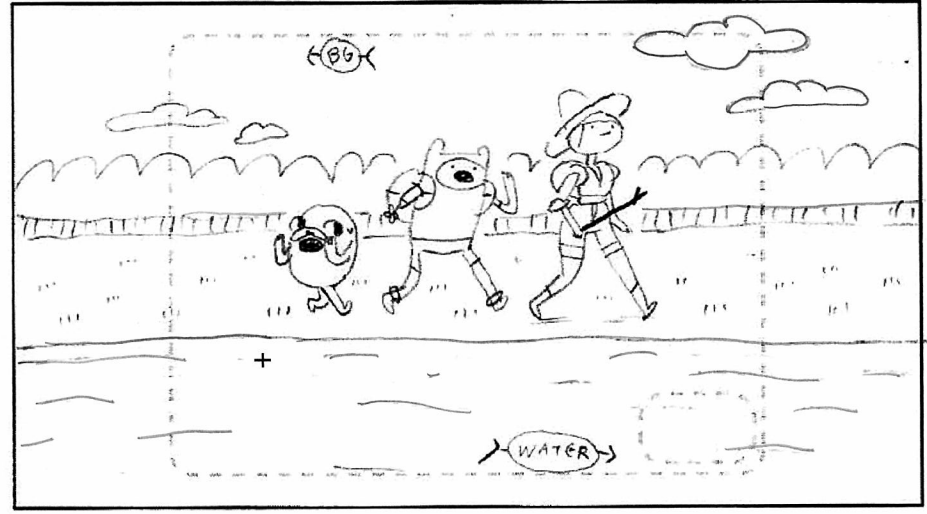
Page 2

Sc. 02

Pnl. A

Bg.

day night

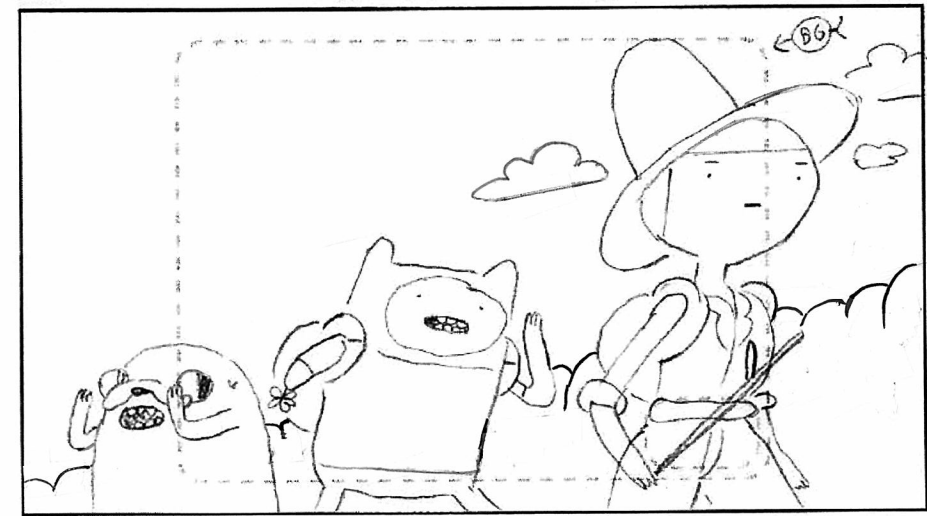


Sc. 03

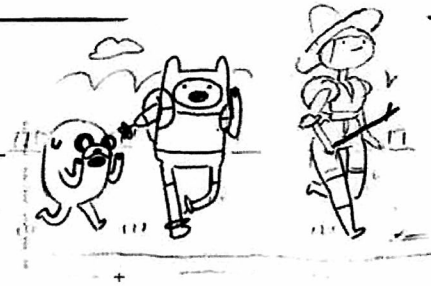
Pnl. A

Bg.

day night



Dialog:	F/J = WILL-LY!		S.P.
Action:			
Timing:			



© 2011 This material is the property of The Cartoon Network, Inc. It is unpublished and must not be taken from this studio, duplicated or used in any manner except for production purposes, and may not be sold or transferred.

EPISODE # 1025-164  
Production :

ADVENTURE TIME

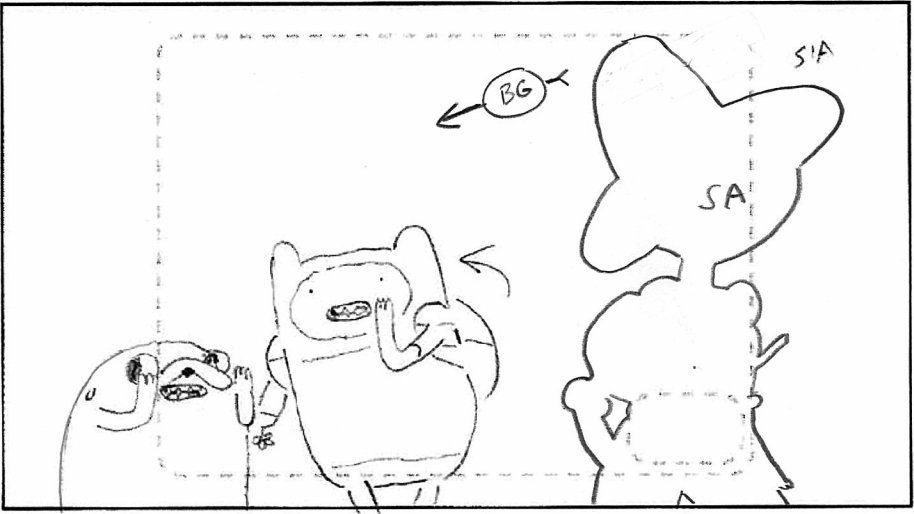


Sc. 03

Pnl. B

Bg.

day night

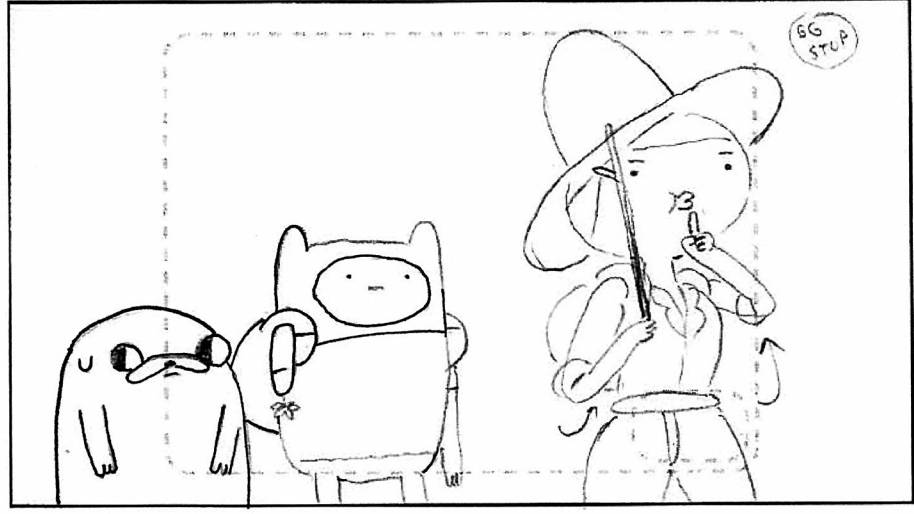


Sc. 03

Pnl. C

Bg.

day night



<p><b>Dialog:</b></p> <p>E/I : OH WILLYY!</p> <p>SFX : (off/s) SNIFFLE</p>	<p>PB : SHH!</p> <p>SFX : (off/s) SNIFFLE</p>
<p><b>Action:</b></p> <p>- PB RAISES FINGER TO LIPS</p> <p>- F, J + PB STOP WALKING</p>	
<p><b>Timing:</b></p>	

EPISODE # 1025-164

Production :

© 2011 This material is the property of The Cartoon Network, Inc. It is unpublished and must not be taken from this studio, duplicated or used in any manner except for production purposes, and may not be sold or transferred.

ADVENTURE TIME

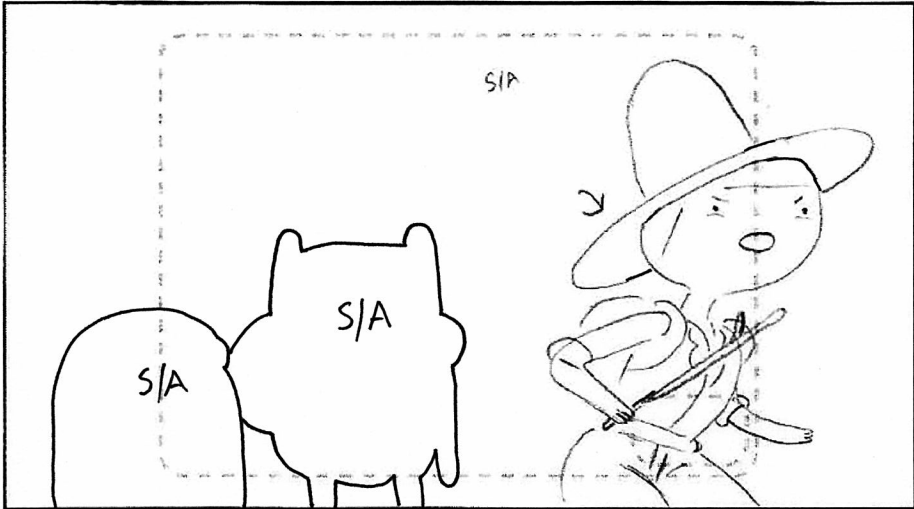


Sc. 03

Pnl. D

Bg.

day night

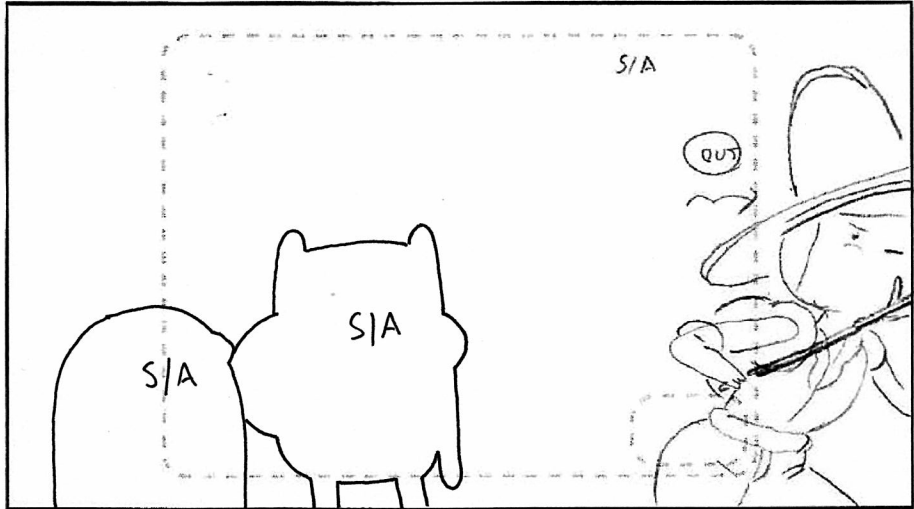


Sc. 03

Pnl. E

Bg.

day night



Dialog:

PB: THERE IT IS.

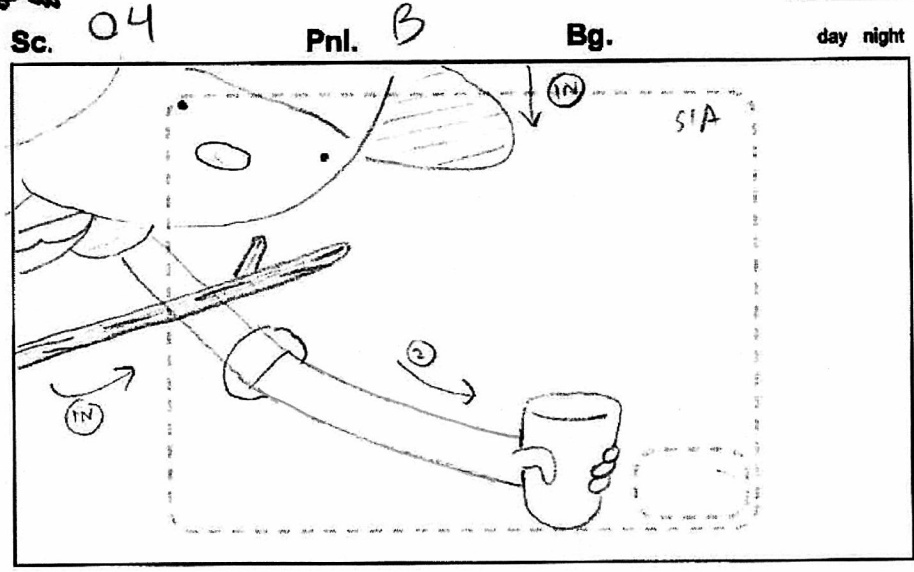
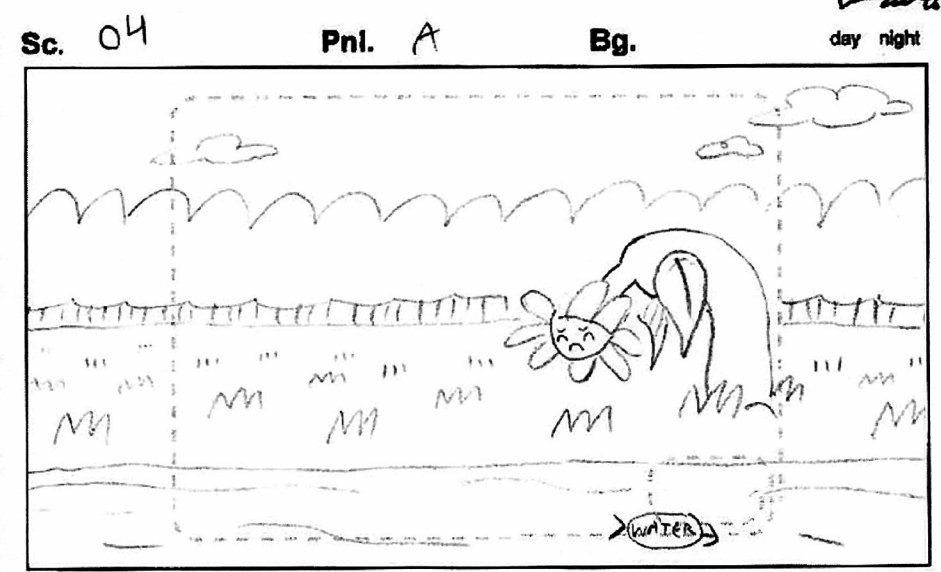
Action:

- PB SNEAKS OFF/S.

Timing:

© 2011 This material is the property of The Cartoon Network, Inc. It is unpublished and must not be taken from this studio. Adapted or used in any manner except for production purposes, and may not be sold or transferred.

ADVENTURE TIME



**Dialog:**

WW: SNIFFING

PB: THE WEEPING WILLY.

**Action:** - SAD-LOOKING FLOWER  
LEANS OVER RIVER.

**Timing:**

- PB LEANS ON'S W/ CUP

EPISODE # 1025-164

Production :

© 2011 This material is the property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio, and may not be used for reproduction.

# ADVENTURE TIME



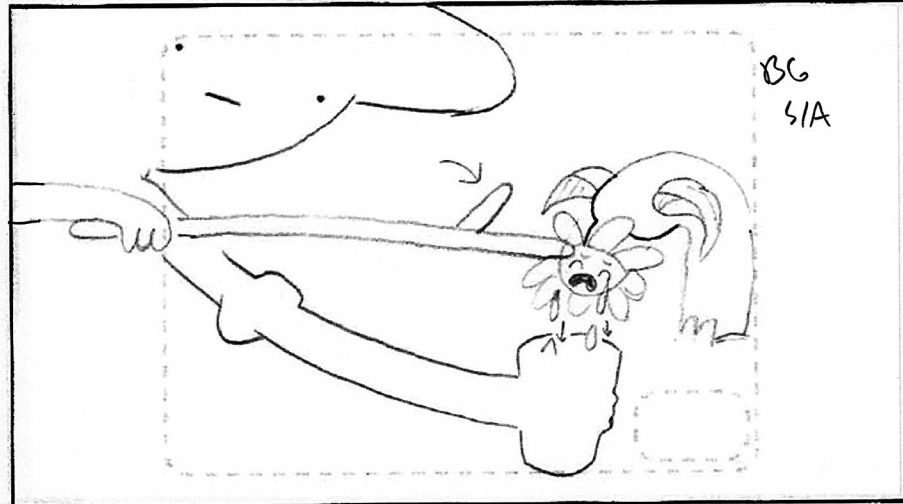
Page 62

Sc. 04

Pnl. C

Bg.

day night

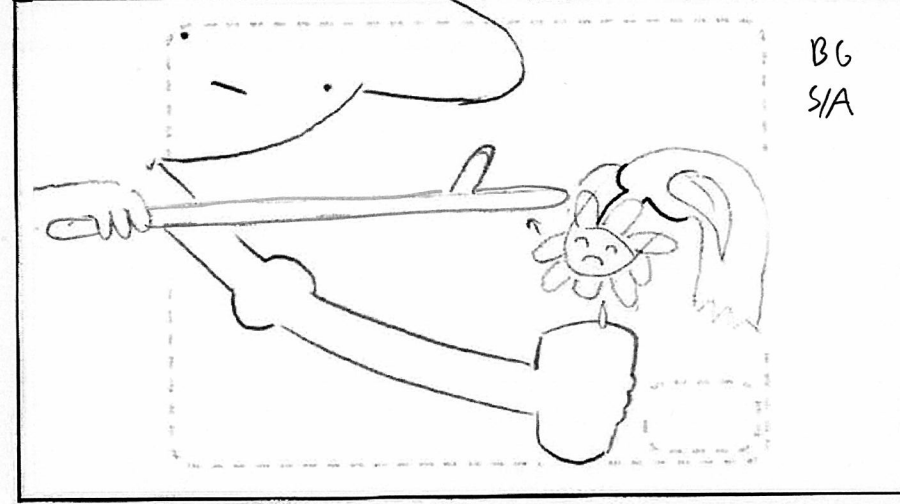


Sc. 04

Pnl. D

Bg.

day night



Dialog:

WW: (SOBS)

Action:

- PB PUSHES WW'S FACE OVER CUP.

- WW CREES INTO CUP.

Timing:

EPISODE # 1025-164

Production :

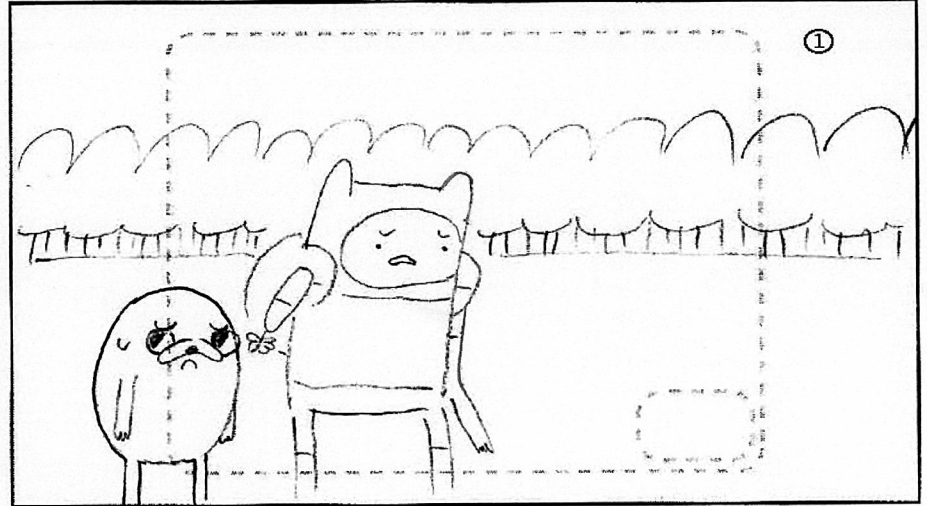


ADVENTURE TIME

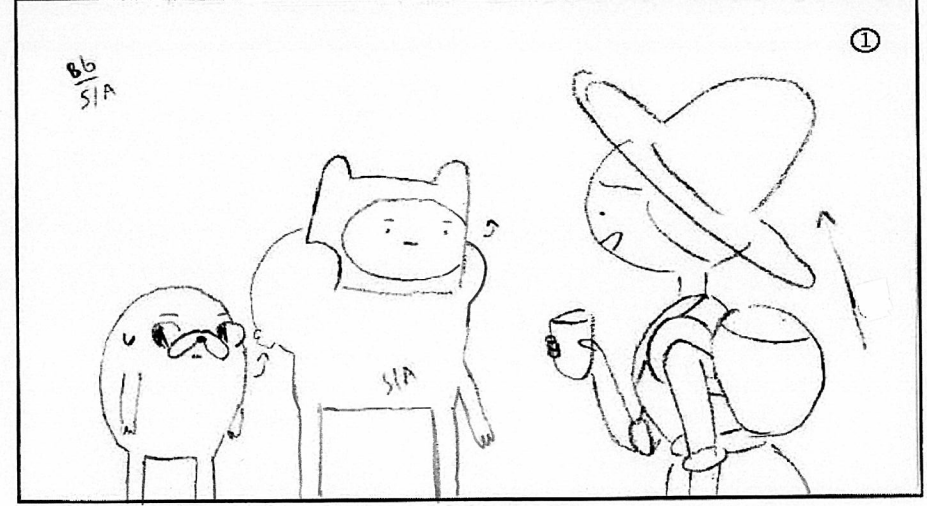


Page 7

Sc. 05 Pnl. A Bg. day night



Sc. 05 Pnl. B Bg. day night



Dialog:

Action:

Timing:

PB: ONE DROP OF IT'S RARE SAP CAN FLAVOR AN ENTIRE STOCK POT OF SOUP!

-PB RISES ON/5.

© 2011. This material is the property of The Cartoon Network, Inc. It is unpublished and must not be used in any manner except for production purposes. And may not be sold or transferred.

EPISODE # 1025-164

Production :



ADVENTURE TIME



© 2011 This material is the property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio, duplicated or used in any manner, except for production purposes, and may not be sold or transferred.

Sc. Pnl. Bg. day night

Sc. QS Pnl. D night

Dialog:	JJ: (off) DANGER! DANGER!
Action:	- F, J + PB TURN
Timing:	

EPISODE #

Production :

1025-164

ADVENTURE TIME

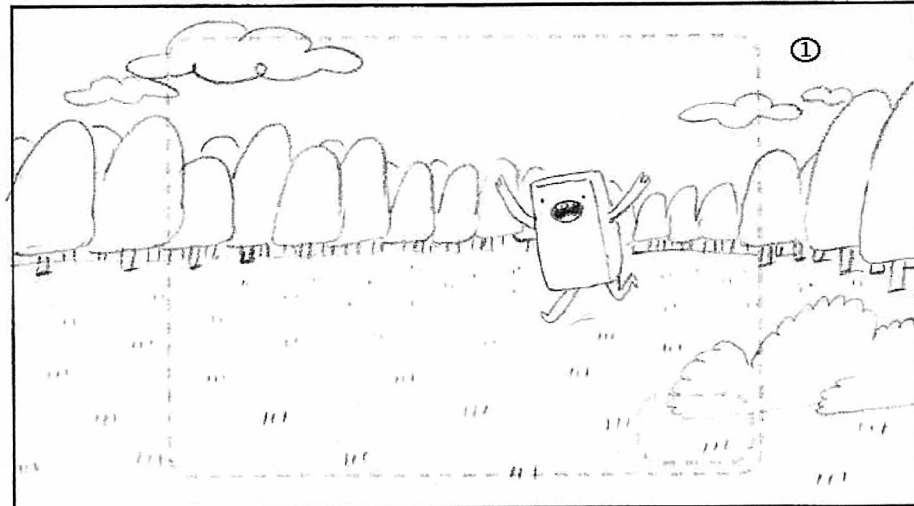


Sc. 06

Pnl. A

Bg.

day night

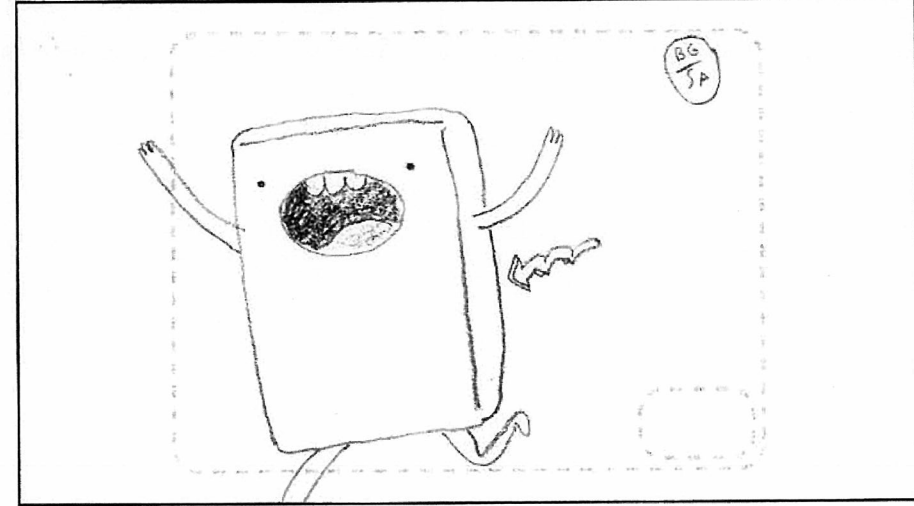


Sc. 06

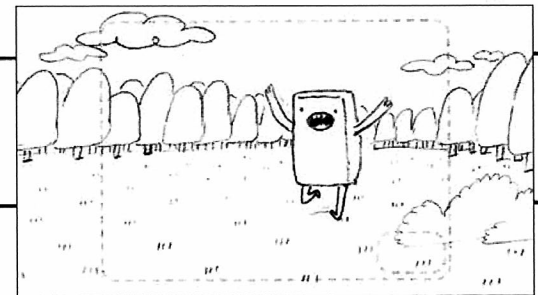
Pnl. B

Bg.

day night



<p>Dialog:</p> <p>JJ: WOOP WOOP!</p> <p>JJ: LOOSE GRAVEL!</p>
<p>Action:</p> <p>JAMES RUNS TOWARDS CAM.</p>
<p>Timing:</p>



EPISODE # 1025-164

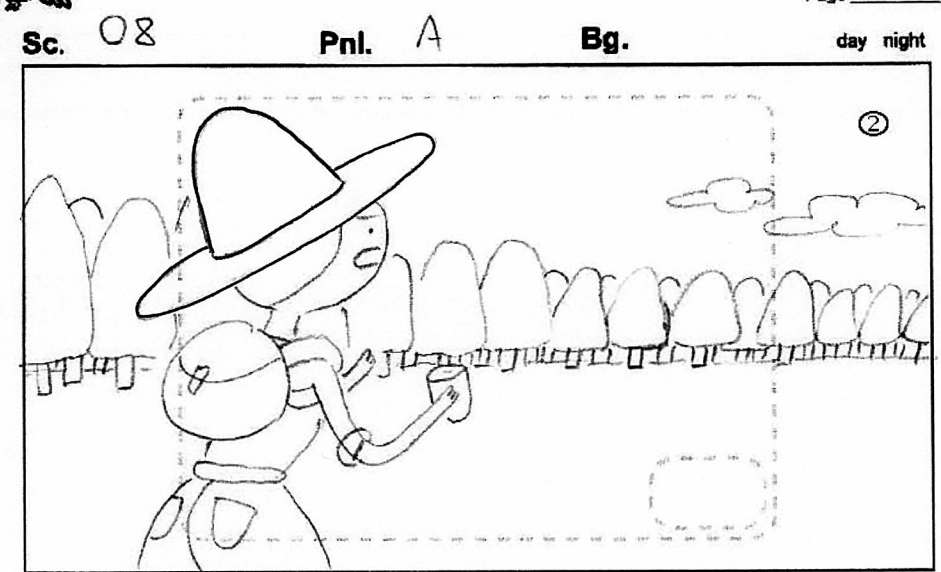
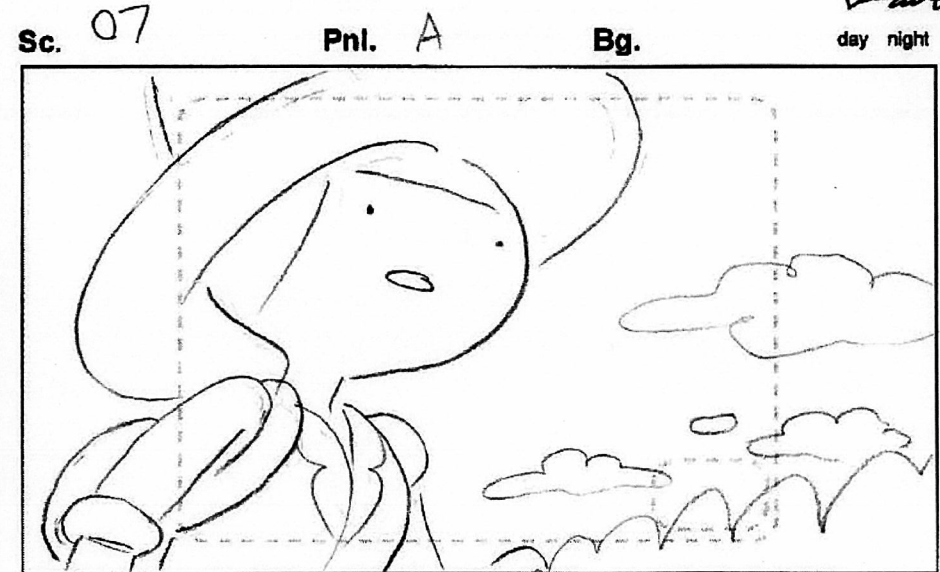
Production :

© 2011 This material is the property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio, duplicated or used in any manner except for production purposes, and may not be sold or transferred.

ADVENTURE TIME



© 2014 This material is the property of The Cartoon Network, Inc. It is unpublished and must not be shown to the public, duplicated or used in any manner except for production purposes, and may not be sold or transferred.



Dialog:	PB: JAMES?		JZ: <sup>CO/S</sup> LOOK OUT, PRINCESS!	
Action:				
Timing:				

①

EPISODE # 1025-164

Production :

ADVENTURE TIME



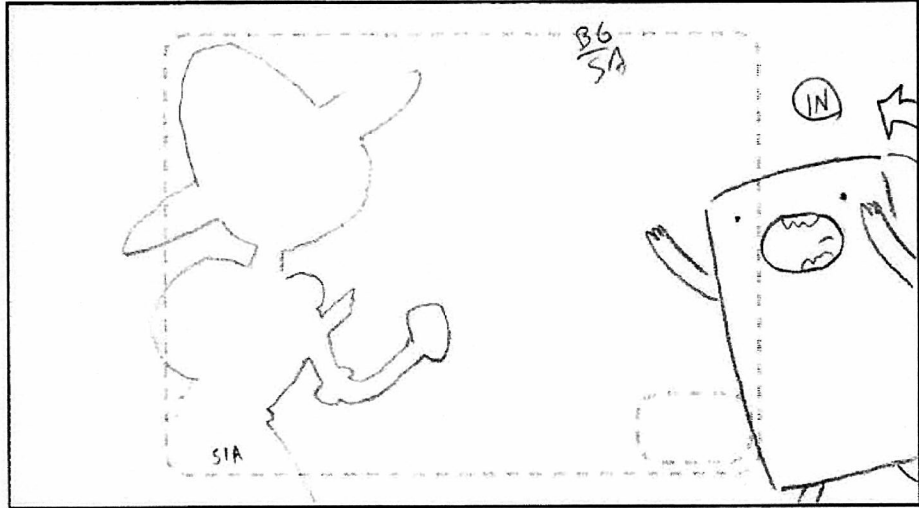
Page 11

Sc. 08

Pnl. B

Bg.

day night

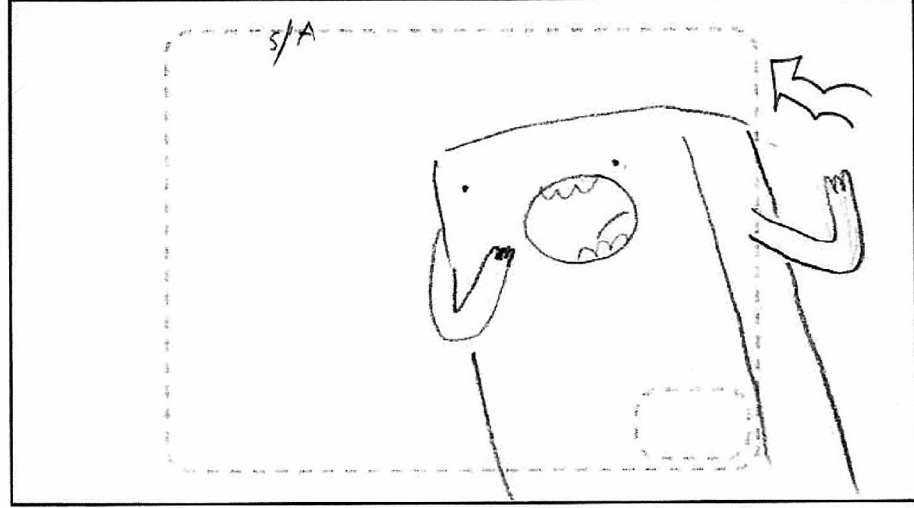


Sc. 08

Pnl. C

Bg.

day night



<b>Dialog:</b> JZ : (MACHINE NOISE) VRRJ VRRJ		JZ : (cont.) VRRJ VRRJ	
<b>Action:</b> -J. RUNS ON/S			
<b>Timing:</b>			

EPISODE # 1025-164

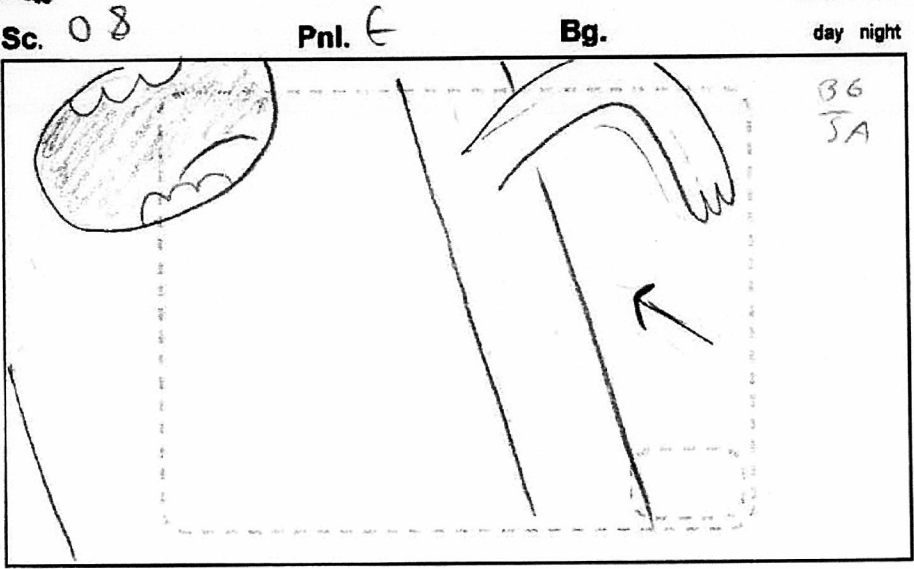
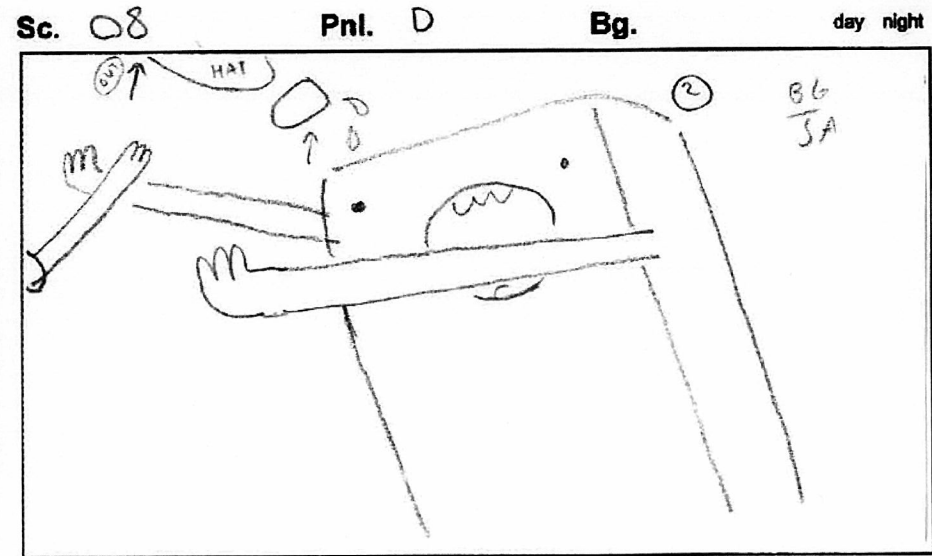
Production :

© 2011 This material is the property of The Cartoon Network, Inc. It is unpublished and must not be shown from the studio, duplicated or used in any manner except for production purposes, and may not be sold or transferred.

ADVENTURE TIME



Page 12



Dialog: JZ : (cont') CHOOO / JZ : (cont')

Action: -J. SHOVS PB OFFIS

Timing:

-J. CONTINUES THROUGH SCENE

EPISODE # 1025-164

Production :

ADVENTURE TIME



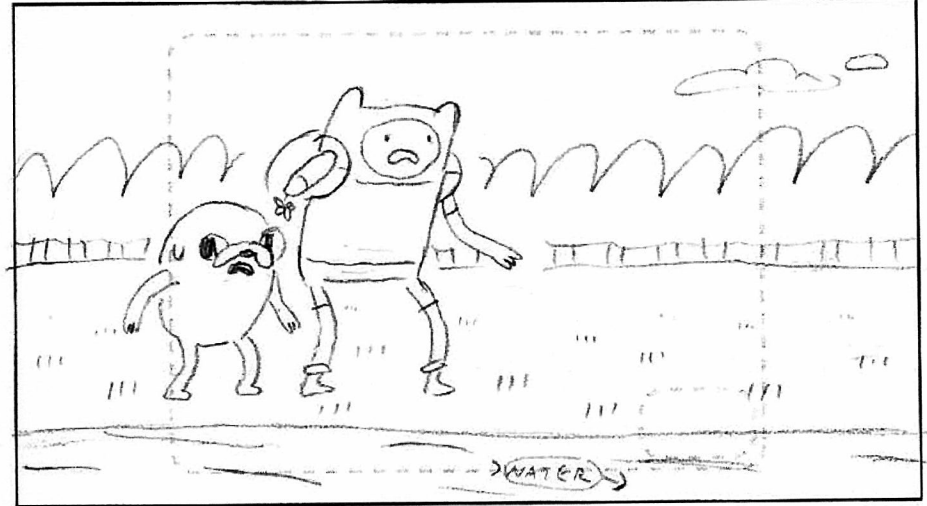
Page 13

Sc. 09

Pnl. A

Bg.

day night

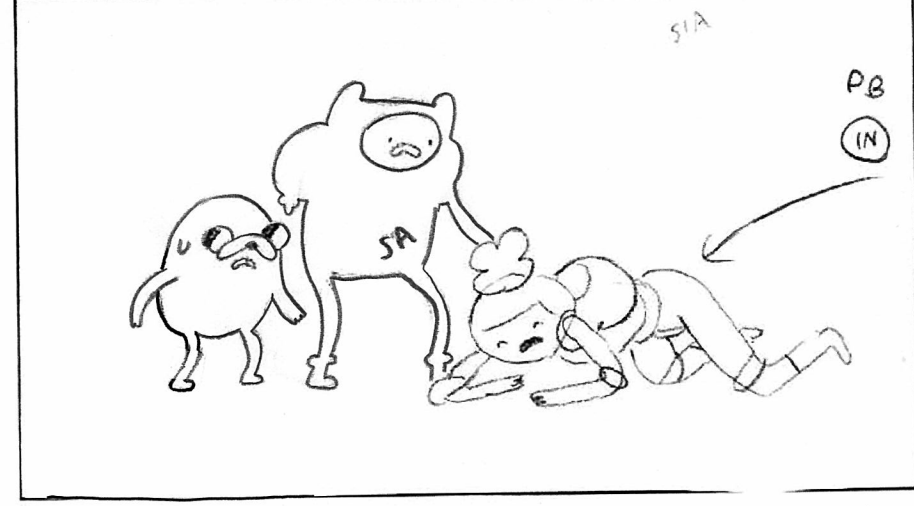


Sc. 09

Pnl. B

Bg.

day night



Dialog:	F: WHA -	PB: OOF! SFX: (OFF/S) SPLASH
Action:	-PB FALLS ON/S	
Timing:		

EPISODE # 1025-164

Production :

© 2011 This material is the property of The Cartoon Network, Inc. It is unpublished and shall not be taken from the studio, duplicated or used in any manner, except for production purposes, and may not be sold or transferred.

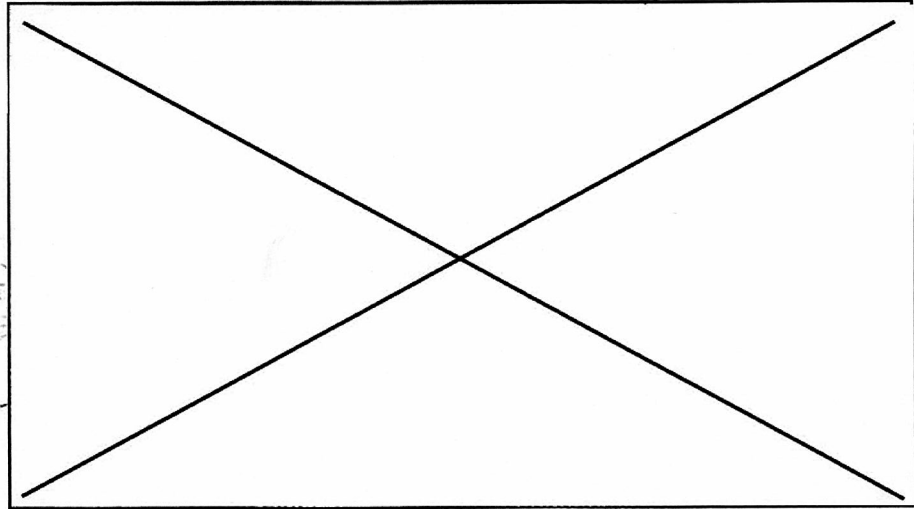
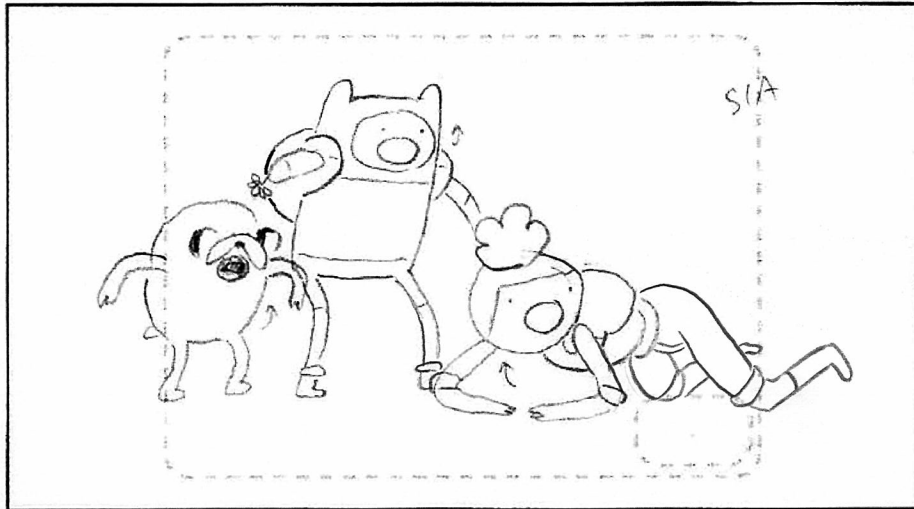
© 2011 This material is the property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio, duplicated or used in any manner except for production purposes, and may not be sold or transferred.

ADVENTURE TIME



Page 14

Sc. 09 Pnl. C Bg. day night Sc. Pnl. B Bg. day night



Dialog:	F+J+PB : [GASP]	
Action:		
Timing:		

EPISODE # 1025-164  
Producer

# ADVENTURE TIME



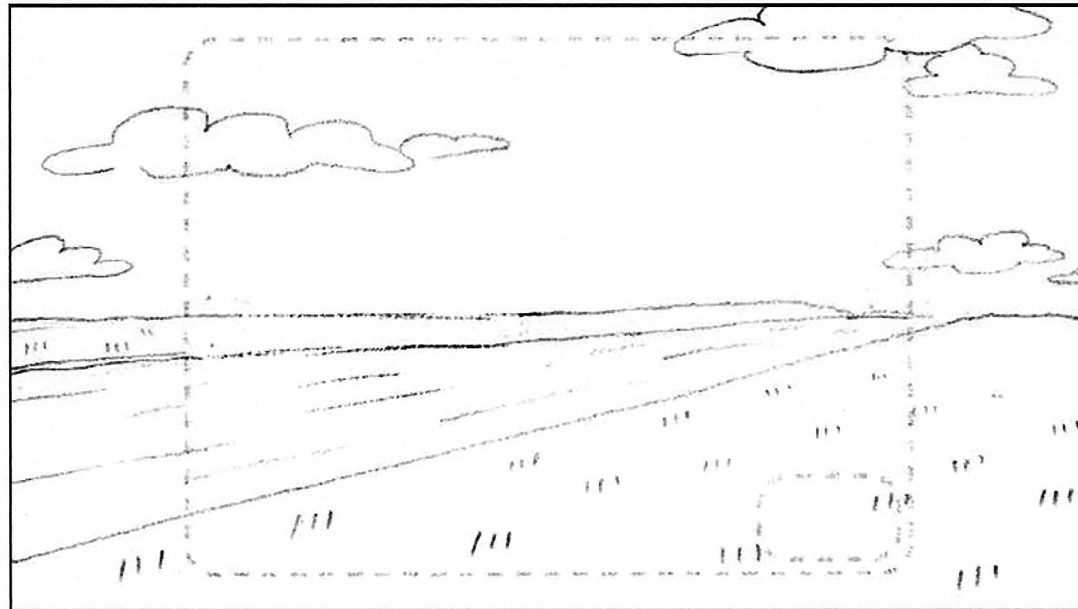
Page 14A

Sc. 10

Pnl. A

Bg.

day night

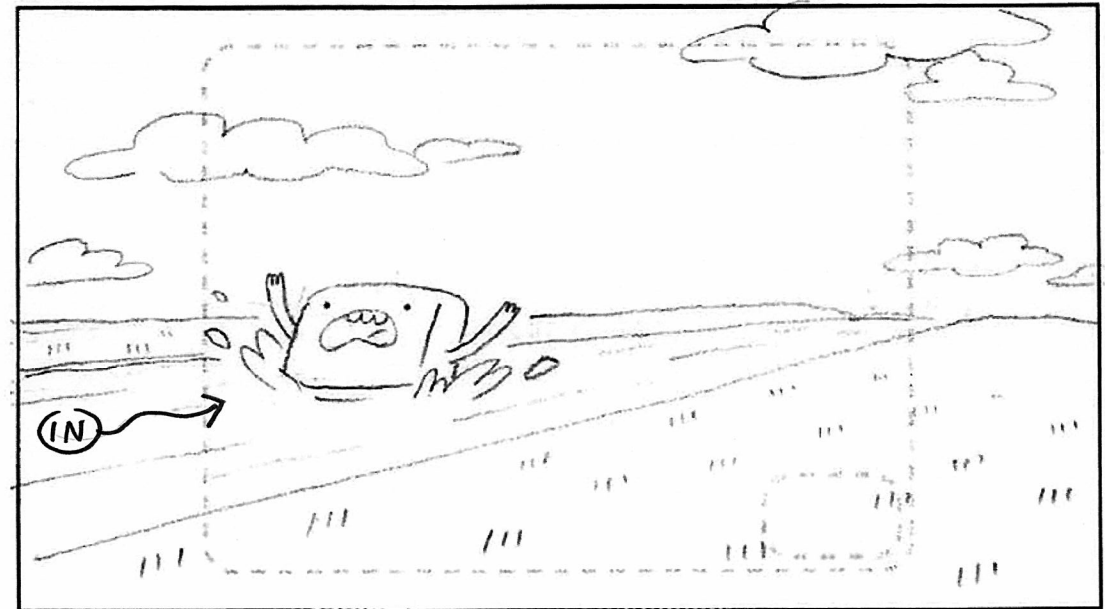


Sc. 10

Pnl. B

Bg.

day night



Dialog:

J2: AAAAHH ~~~~~

Action:

-J. IS SWEEP AWAY BY RIVER  
-J. FLAILS ARMS

Timing:

EPISODE #

Production :



ADVENTURE TIME



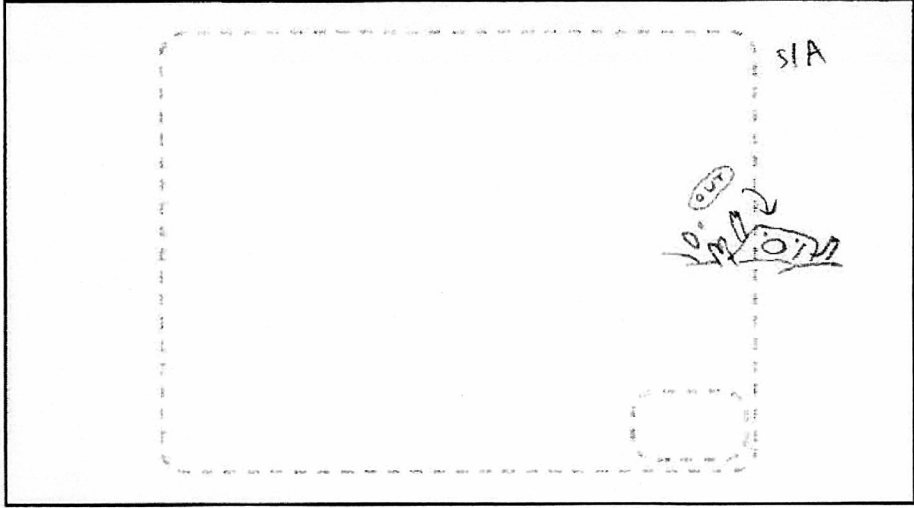
Page 15

Sc. 10

Pnl. C

Bg.

day night

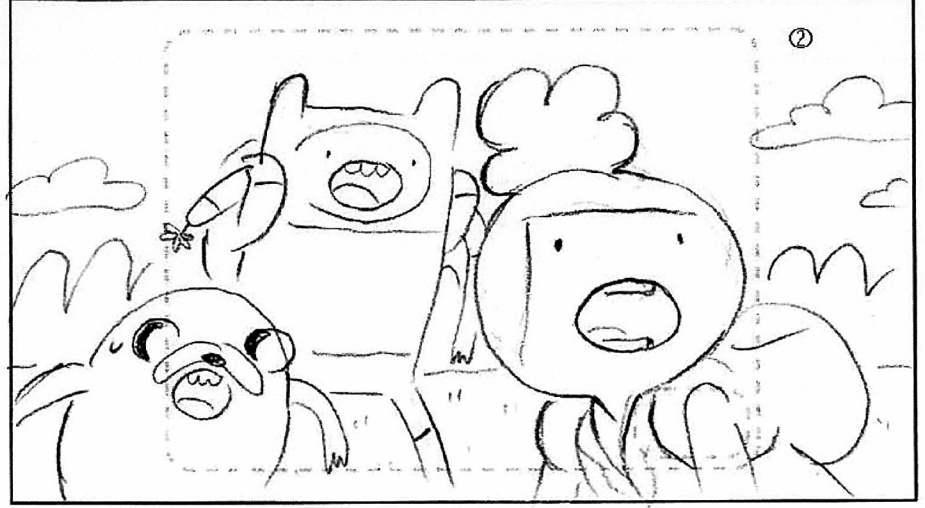


Sc. 11

Pnl. A

Bg.

day night



Dialog:

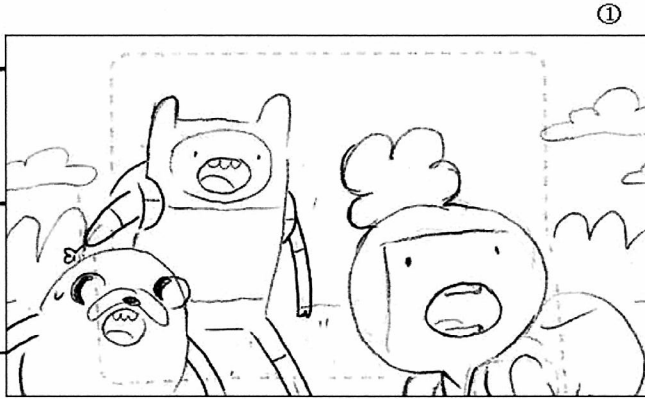
JJ = (cont') AAAAH!

PB, J, F : JAMES!

Action:

-J. GOES OVER EDGE OF WATERFALL.

Timing:



EPISODE # 1025-164

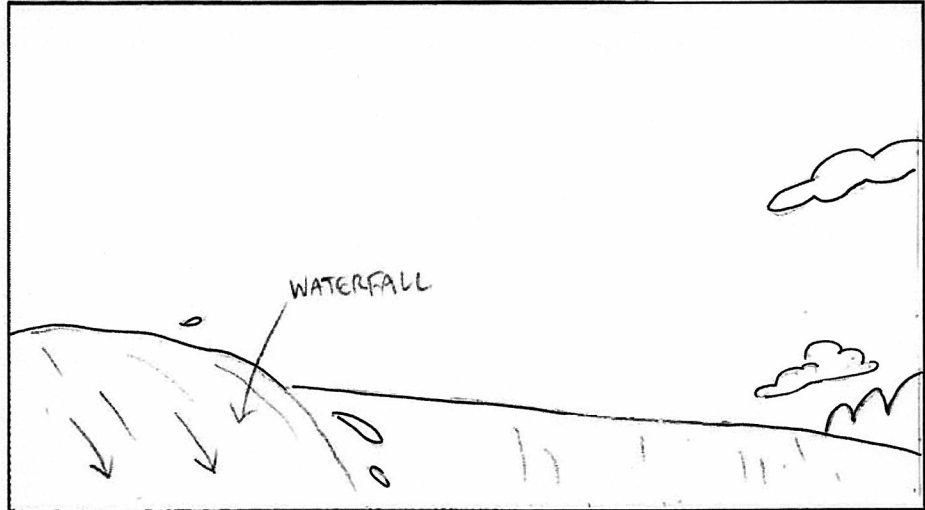
Production :

© 2011. This material is the property of The Cartoon Museum, Inc. It is unpublished and must not be taken from the studio, duplicated or used in any manner except for production purposes, and may not be sold or transferred.

ADVENTURE TIME



Sc. 12 Pnl. A Bg. day night



Sc. 12 Pnl. B Bg. day night



Dialog:	
Action:	- F, J + PB RUN TO EDGE
Timing:	

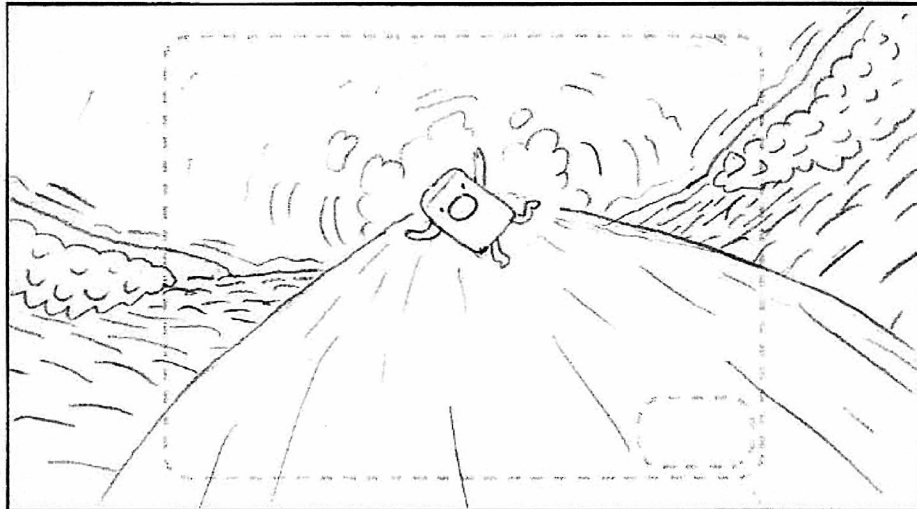
© 2001 The material is the property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio, duplicated or used in any manner except for production purposes, and may not be sold or transferred.

EPISODE # 1025-164  
Production :

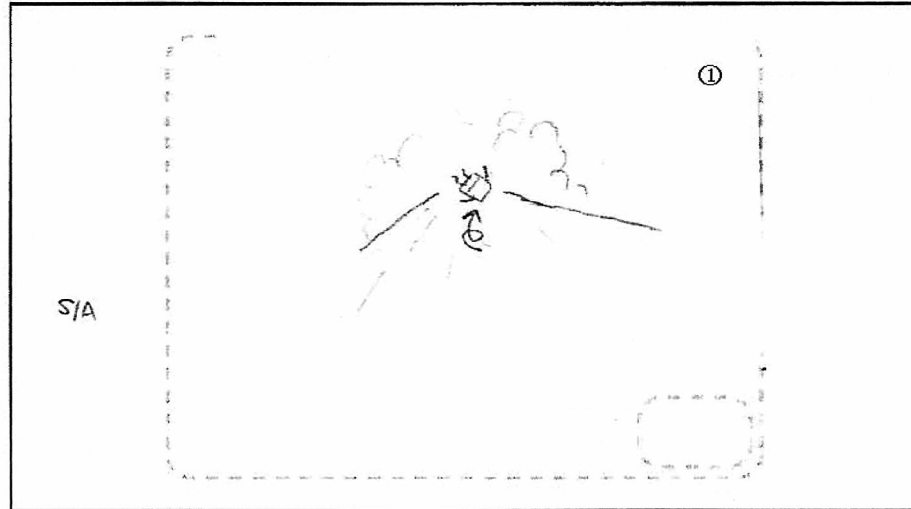
ADVENTURE TIME



Sc. 13 Pnl. A Bg. day night



Sc. 13 Pnl. B Bg. day night



Dialog: J: REMEMBER MEEEE ~~~~~ SFX: TWINKLE

Action: - J FALLS DOWN WATERFALL. - J. DISAPPEARS INTO MIST

Timing:

EPISODE # 1025-164

Production :

© 2011 This material is the property of The Cartoon Network, Inc. It is unpublished and must not be shown from the credit, duplicated or used in any manner except for production purposes, and may not be sold or transferred.

ADVENTURE TIME



© 2011 This material is the property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio, duplicated or used in any manner except for production purposes, and may not be sold or transferred.

Sc.	Pnl.	Bg.	day	night	Sc.	Pnl.	Bg.	day	night
14	A								
<b>Dialog:</b> PB: NOT THIS AGAIN.									
<b>Action:</b>									
<b>Timing:</b>									

EPISODE # 1025-164  
Production :

© 2011 This material is the Property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio, duplicated or used in any manner, except for production purposes, and may not be sold or transferred.

ADVENTURE TIME

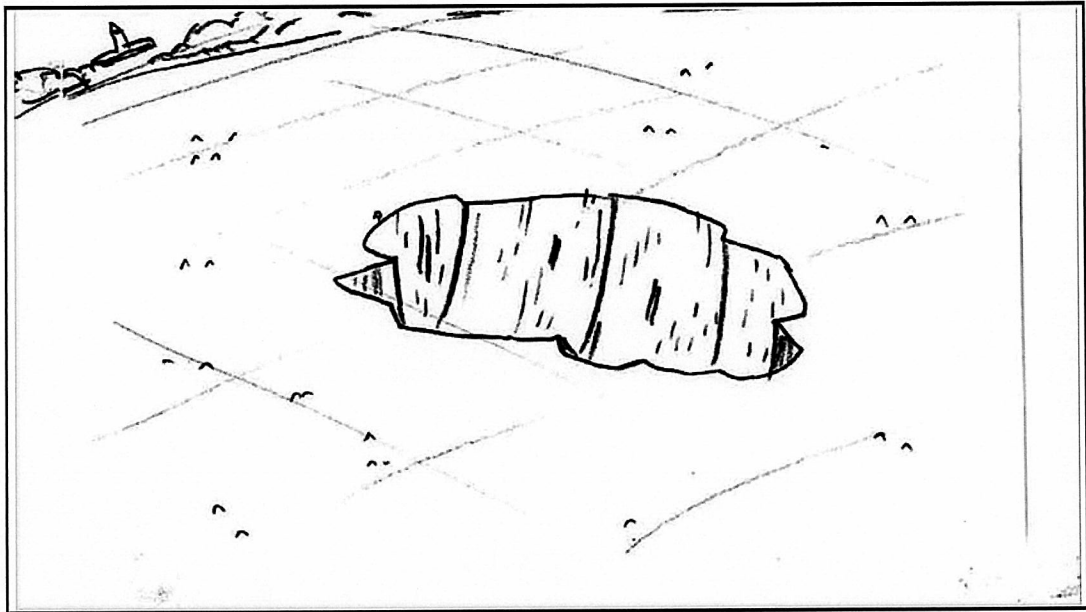


Sc. 14A

Pnl. A

Bg.

day night

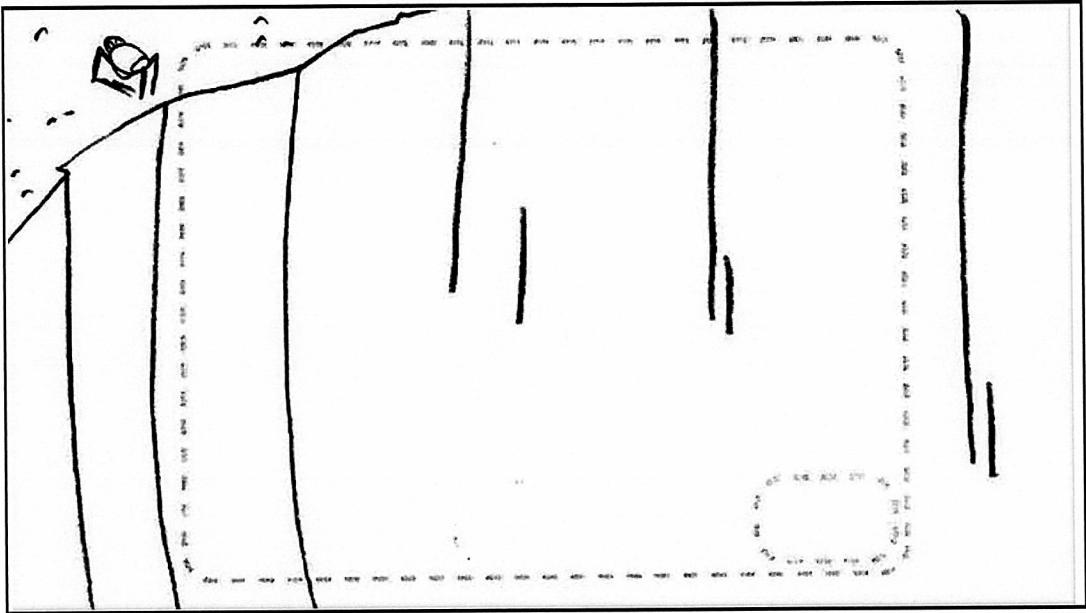


Sc. 14B

Pnl. A

Bg.

day night



Dialog:

Action:

Timing:

EPISODE # 1025-164

Production :

© 2011 This material is the Property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio, duplicated or used in any manner except for production purposes, and may not be sold or transferred.

# ADVENTURE TIME



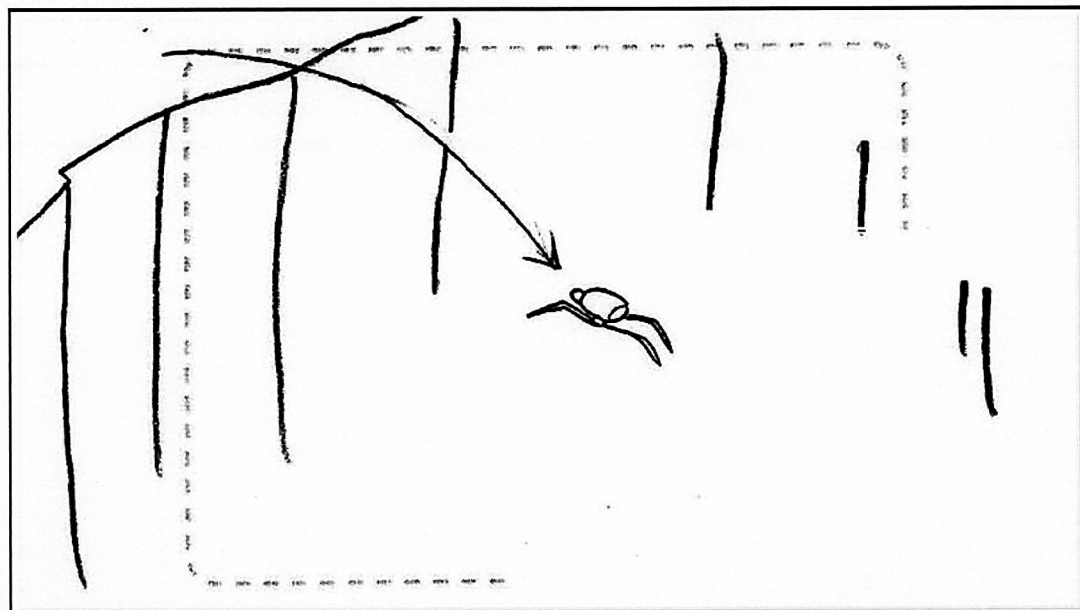
Page 19A

Sc. 14B

Pnl. B

Bg.

day night

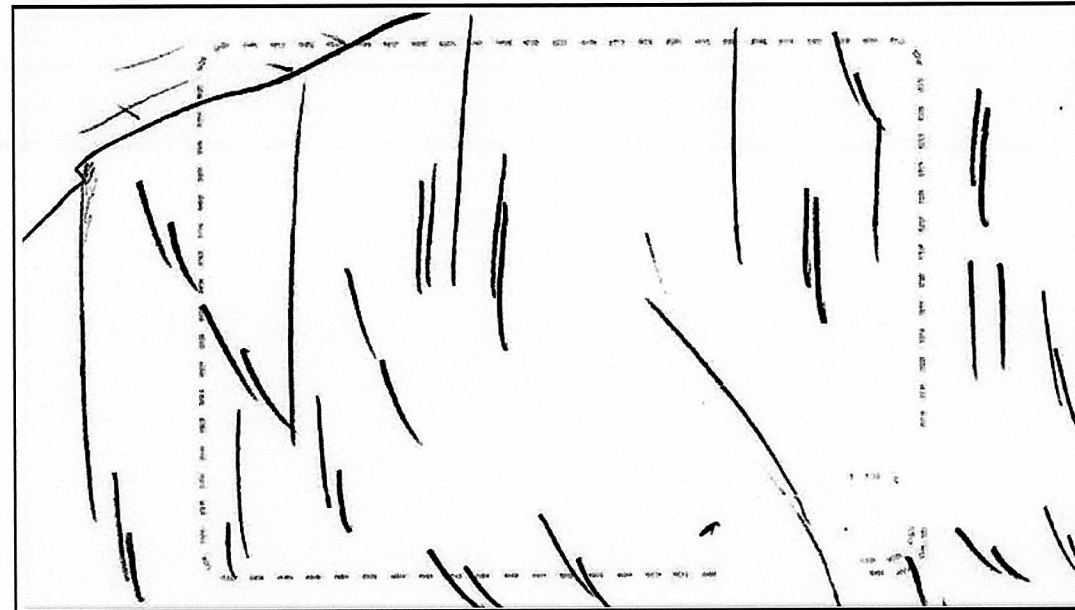


Sc. 14B

Pnl. C

Bg.

day night



Dialog:

Action:

Timing:

EPISODE # 1025-164

Production :

ADVENTURE TIME

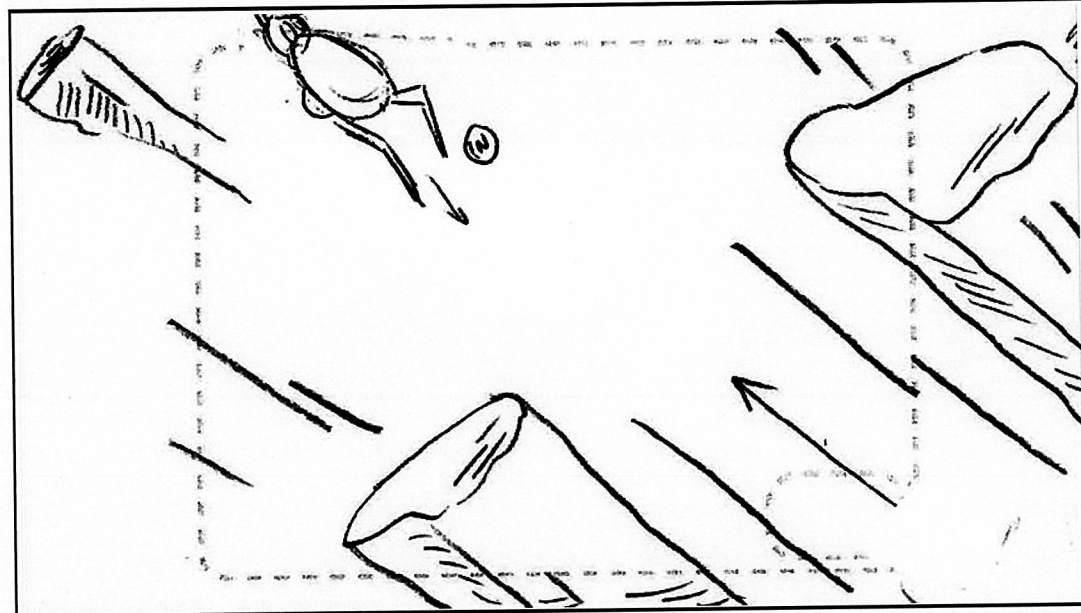


Sc. 14C

Pnl. A

Bg.

day night

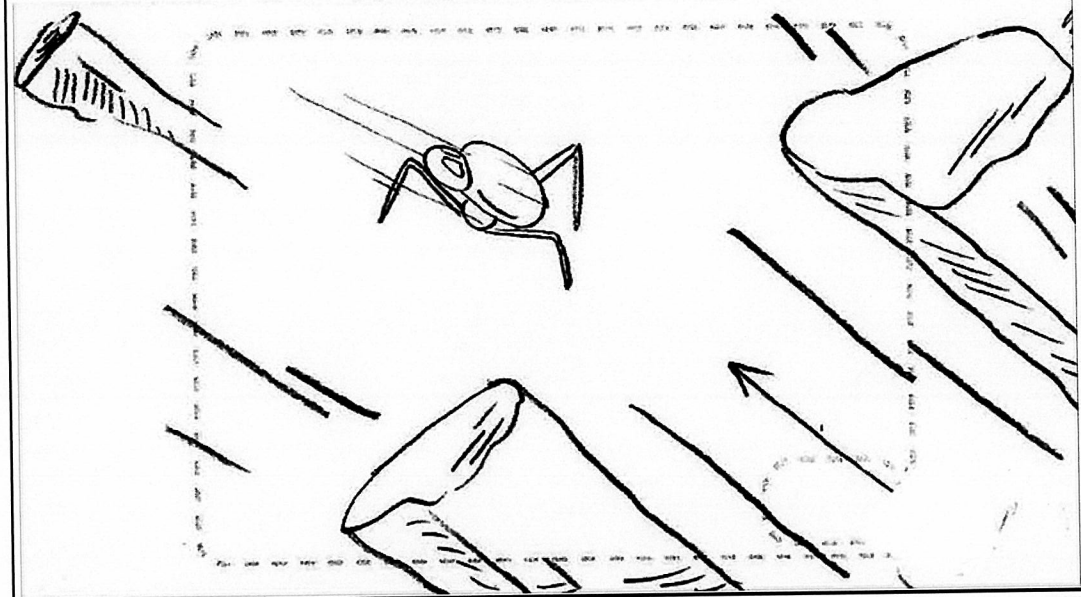


Sc. 14C

Pnl. B

Bg.

day night



Dialog:

Action:

Timing:

EPISODE # 1025-164

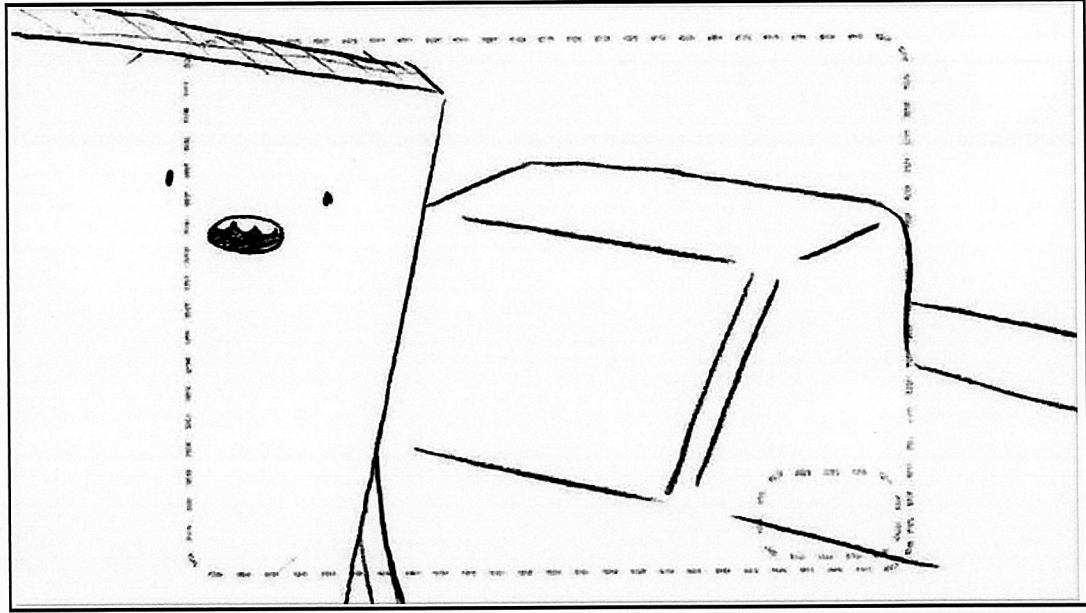
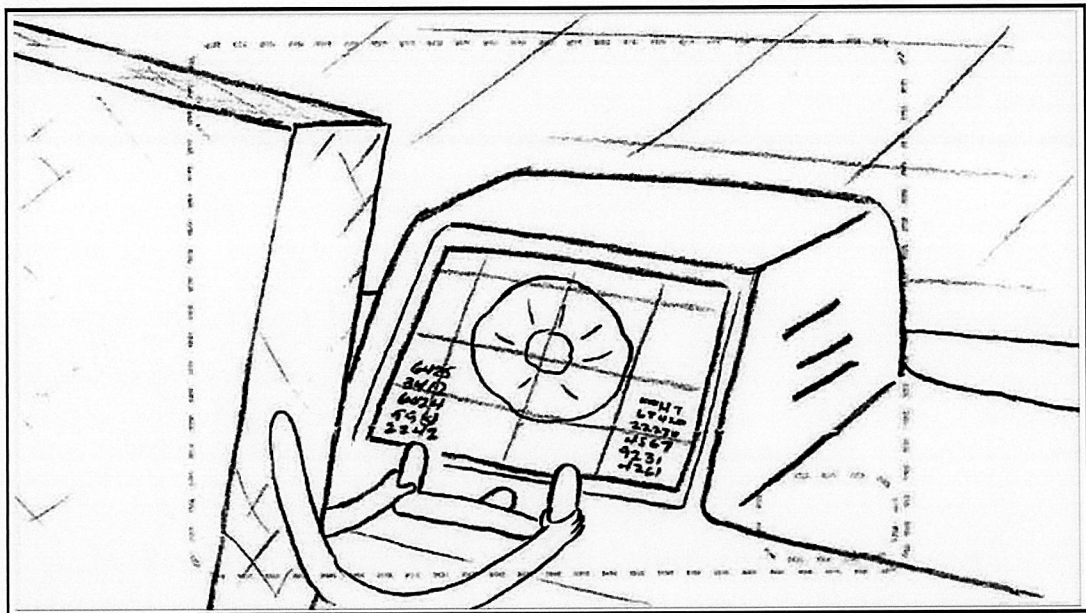
Production :



ADVENTURE TIME



Sc. 14D                      Pnl. A                      Bg.                      day night                      Sc. 14D                      Pnl. B                      Bg.                      day night



Dialog:	
James/ I'm registering mondo mega rads down there.	James/ I'll ready the radiation suits upon landing.
Action:	
Timing:	

Production :  
EPISODE # 1025-164



© 2011 This material is the Property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio, duplicated or used in any manner, except for production purposes, and may not be sold or transferred.

# ADVENTURE TIME



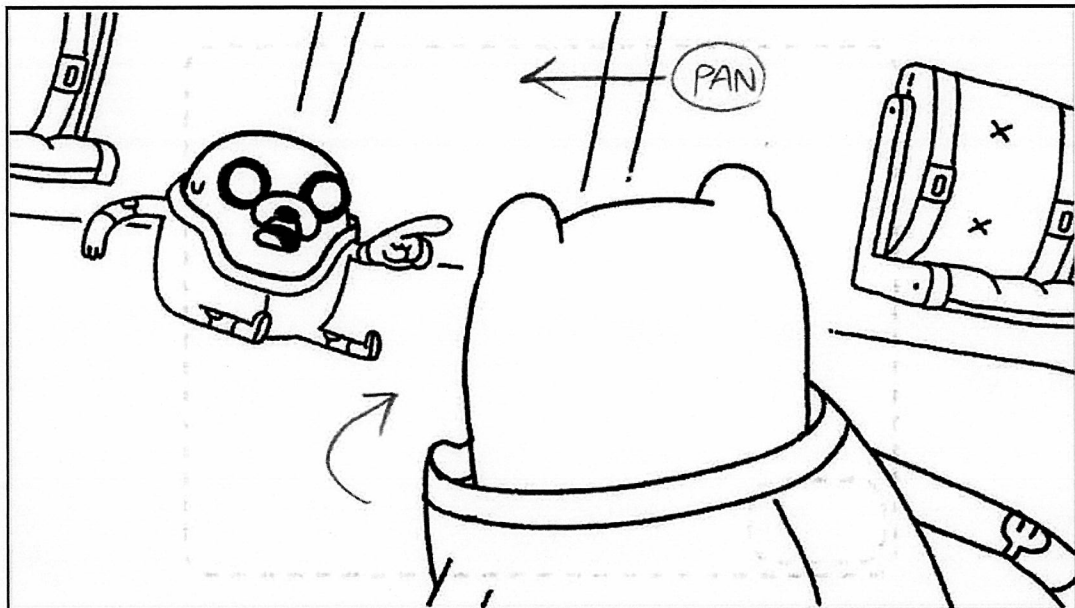
Page 19D

Sc. 14E

Pnl. A

Bg.

day night

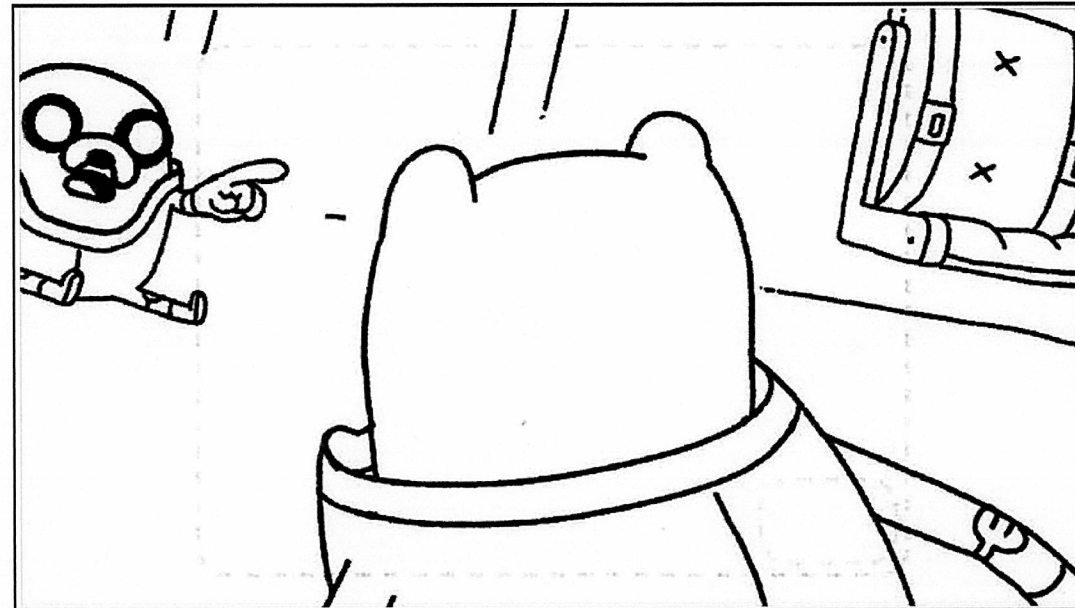


Sc. 14E

Pnl. B

Bg.

day night



Dialog:

Jake/ <Muttering Nonsense>

Action:

Timing:

EPISODE # 1025-164

Production :

# ADVENTURE TIME



Page 19E

Sc. 14E

Pnl. C

Bg.

day night

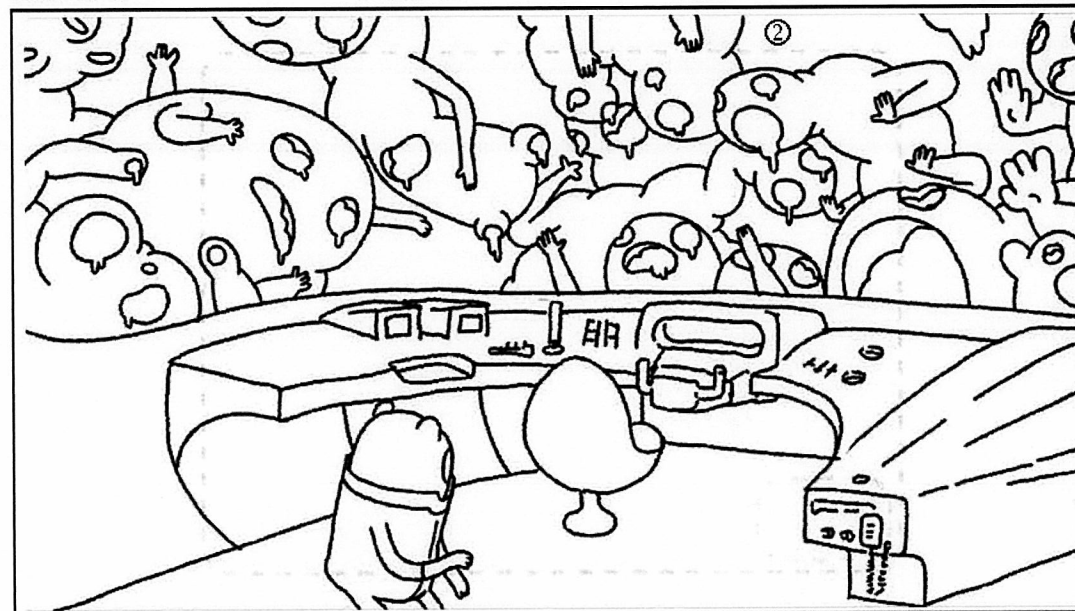


Sc. 14F

Pnl. A

Bg.

day night



Dialog:

Finn/ Huh.

Goo Monsters/ [Zombie Walla]  
Finn/ OH MY GARF! WHAT ARE THEY?!

Action:

-Finn turns to look.

-Ooze Creatures are completely covering the view screen  
-Stagger creature's movements  
-Creatures move back and forth ①

Timing:



EPISODE # 1025-164

Production :

# ADVENTURE TIME



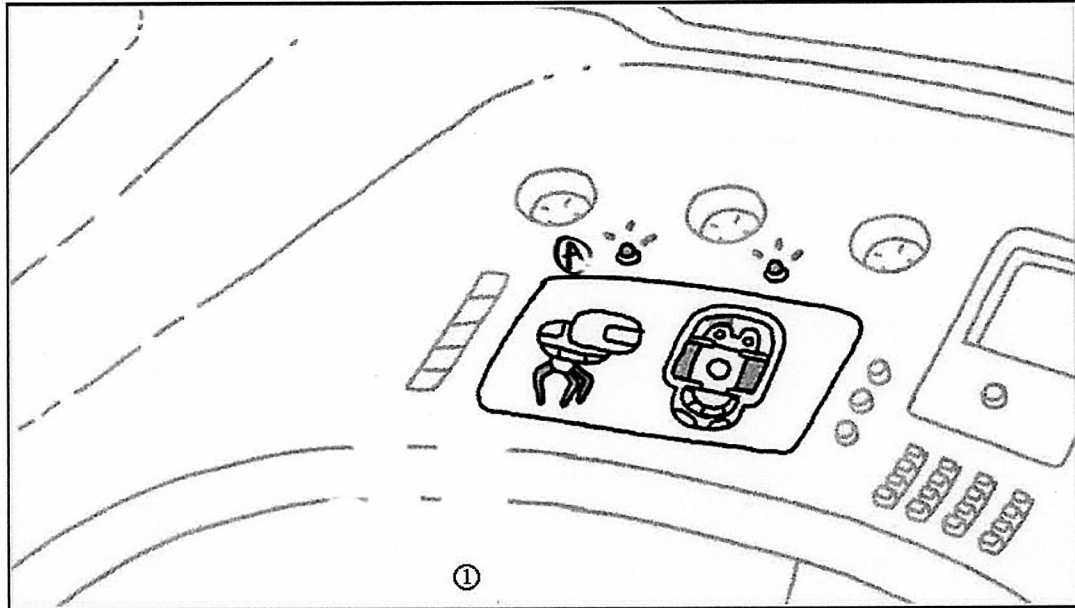
Page 19F

Sc. 14G

Pnl. A

Bg.

day night

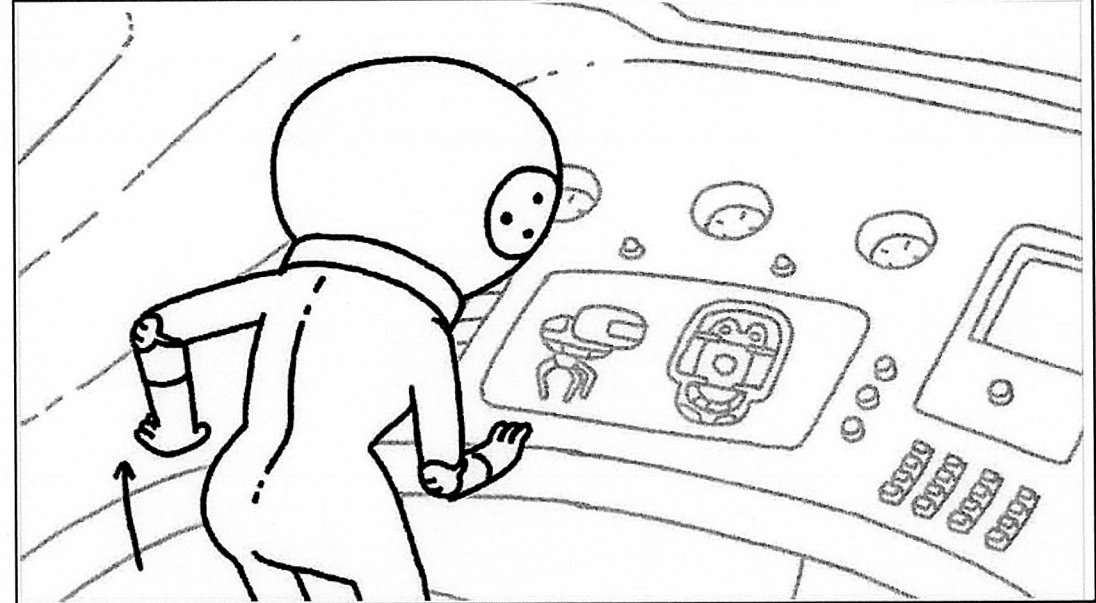


Sc. 14G

Pnl. B

Bg.

day night



Dialog:

PB/ Erf...

Action: -PB's hand reaches up and grabs dashboard.  
-Red areas blink on and off

-PB pulls herself up to the dashboard

Timing:



EPISODE # 1025-164

Production :

© 2011 This material is the Property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio, duplicated or used in any manner except for production purposes, and may not be sold or transferred.

# ADVENTURE TIME



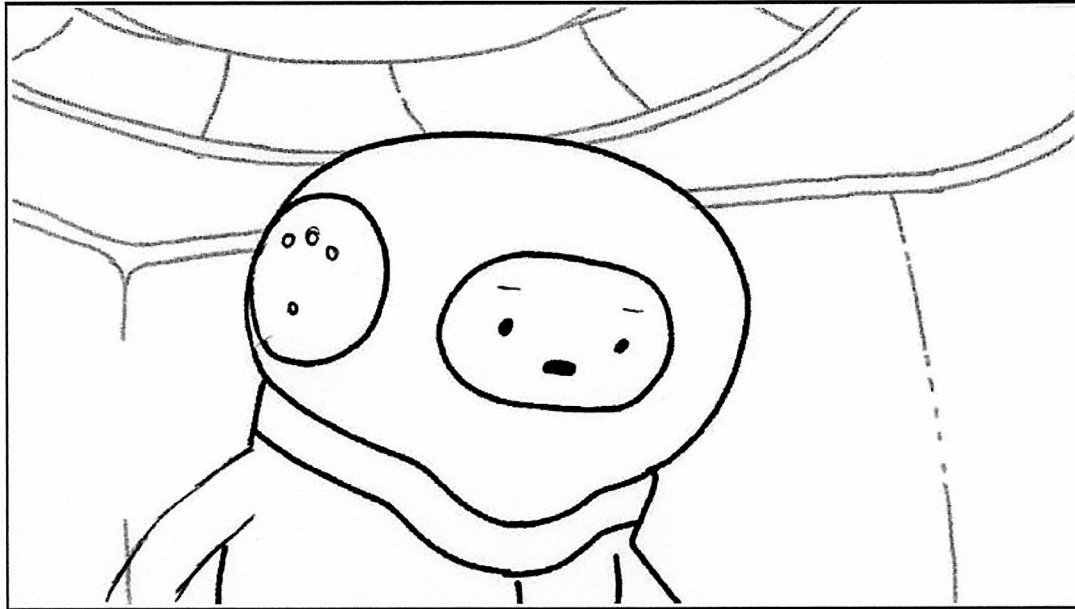
Page 19G

Sc. 14H

Pnl. A

Bg.

day night

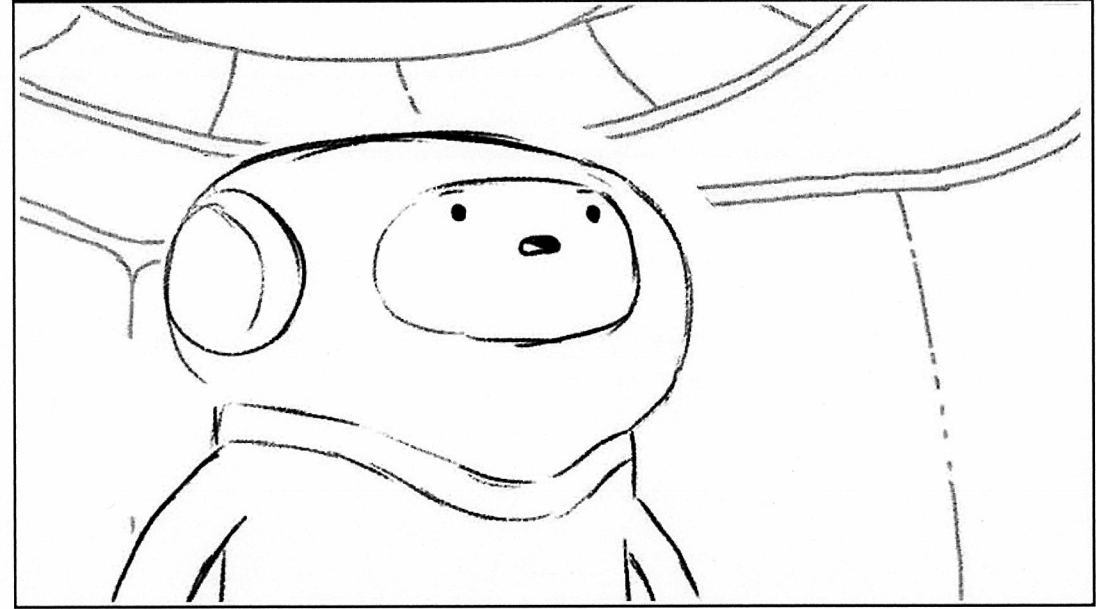


Sc. 14H

Pnl. B

Bg.

day night



Dialog:

PB/ They're toxic creatures -

Action:

Timing:

EPISODE # 1025-164

Production :

© 2011 This material is the Property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio, duplicated or used in any manner except for production purposes, and may not be sold or transferred.

# ADVENTURE TIME

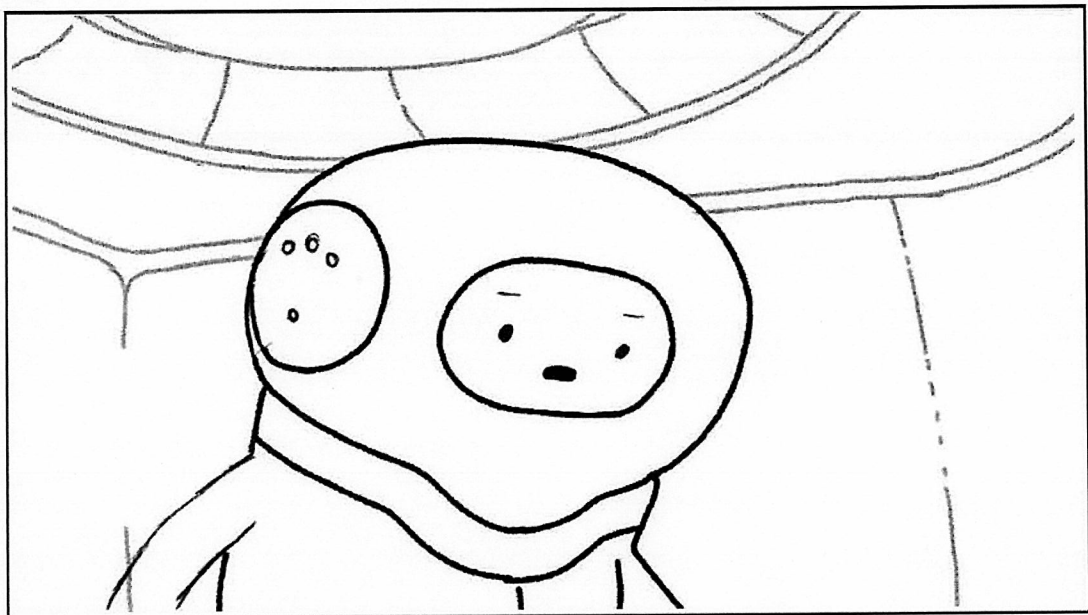


Sc. 14H

Pnl. C

Bg.

day night

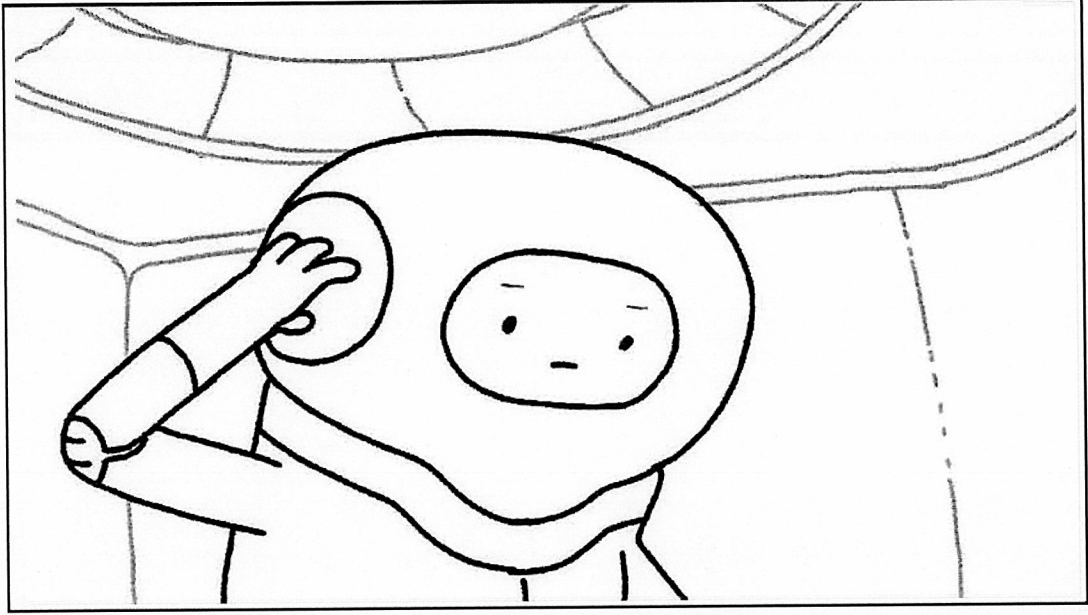


Sc. 14H

Pnl. D

Bg.

day night



Dialog:

PB/ From another time.

Action:

Timing:

EPISODE # 1025-164

Production :



© 2011 This material is the Property of The Cartoon Network, Inc. It is unpublished and must not be taken from this studio, duplicated or used in any manner, except for production purposes, and may not be sold or transferred.

# ADVENTURE TIME



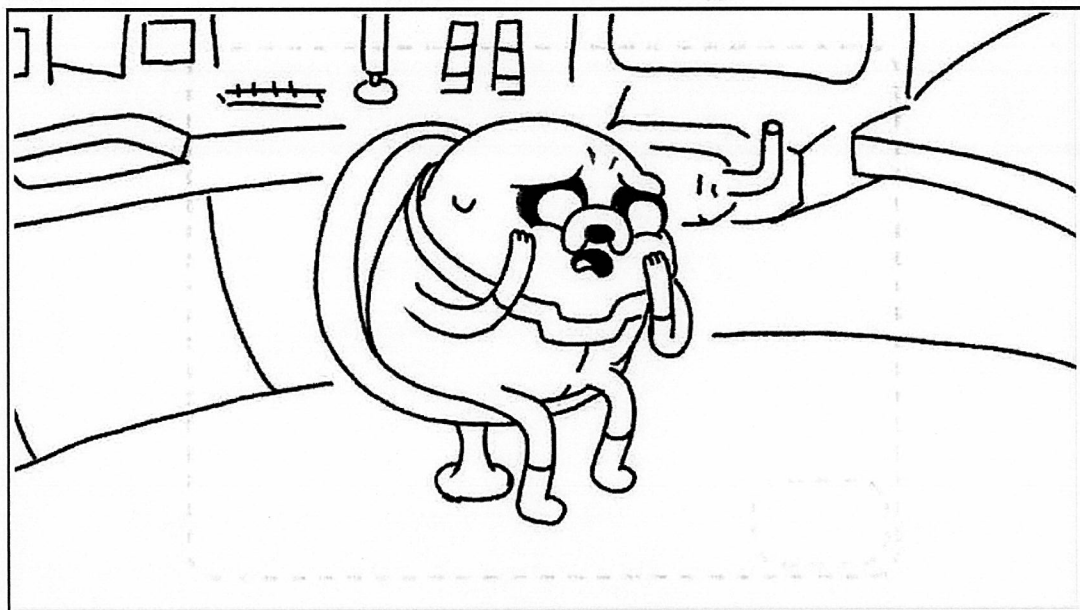
Page 19I

Sc. 14I

Pnl. A

Bg.

day night

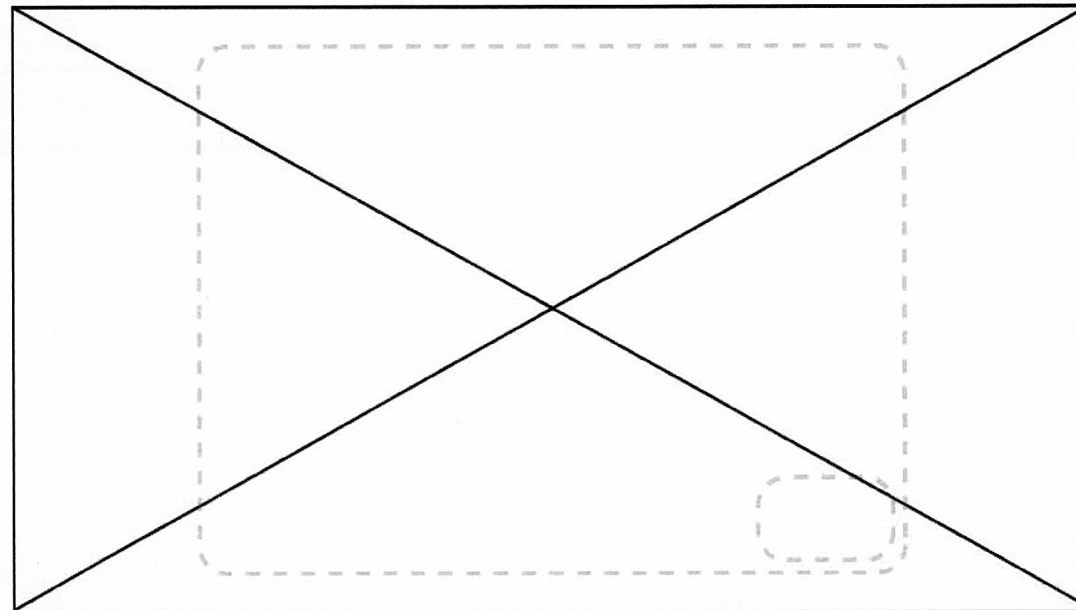


Sc.

Pnl.

Bg.

day night



Dialog:

J/ It can't end like this.

Action:

Timing:

EPISODE # 1025-164

Production :

# ADVENTURE TIME



Page 191

Sc. 14J

Pnl. A

Bg.

day night



Production :

EPISODE # 1025-164

© 2011 This material is the property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio, duplicated or used in any manner, except for production purposes, and may not be sold or transferred.

ADVENTURE TIME

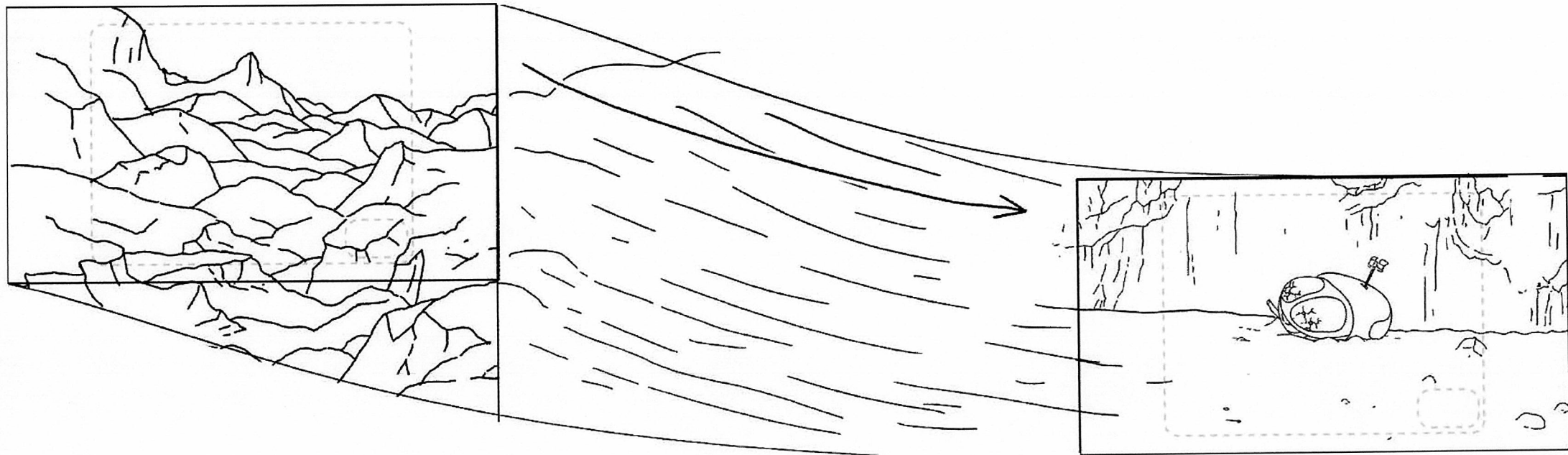


Sc. 14J

Pnl. B

Bg.

day night



Dialog:	F(o.s.)/ Where's James?
Action:	-zip pan over to the ship
Timing:	



© 2011 This material is the Property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio, duplicated or used in any manner, except for production purposes, and may not be sold or transferred.

# ADVENTURE TIME



Page 19L

Sc. 14J

Pnl. C

Bg.

day night

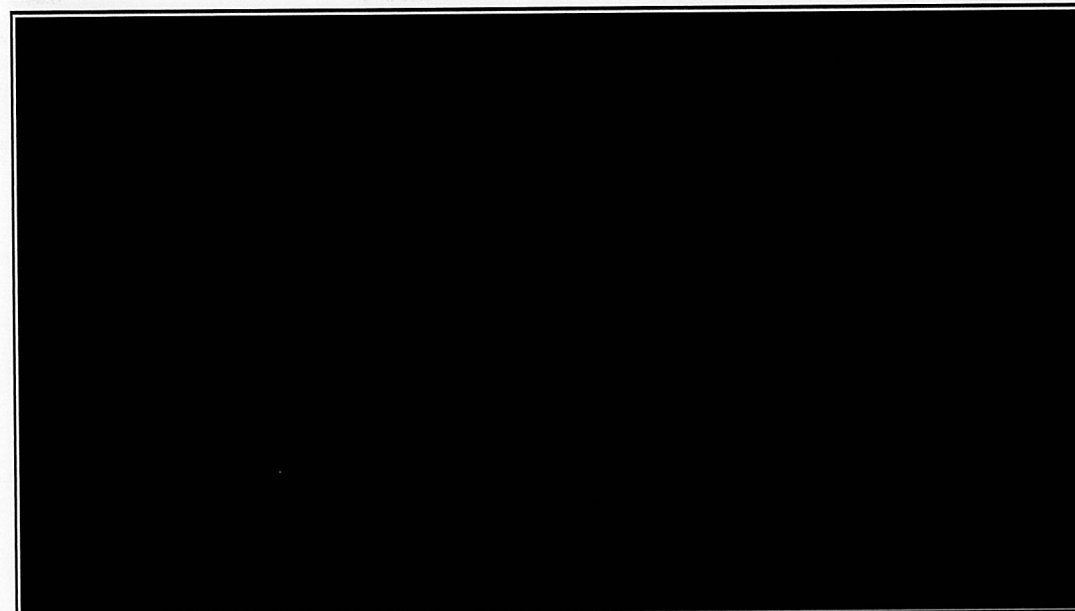


Sc. 14J

Pnl. D

Bg.

day night



Dialog:

James(in the distance) vrt vrt vrt.

Action:

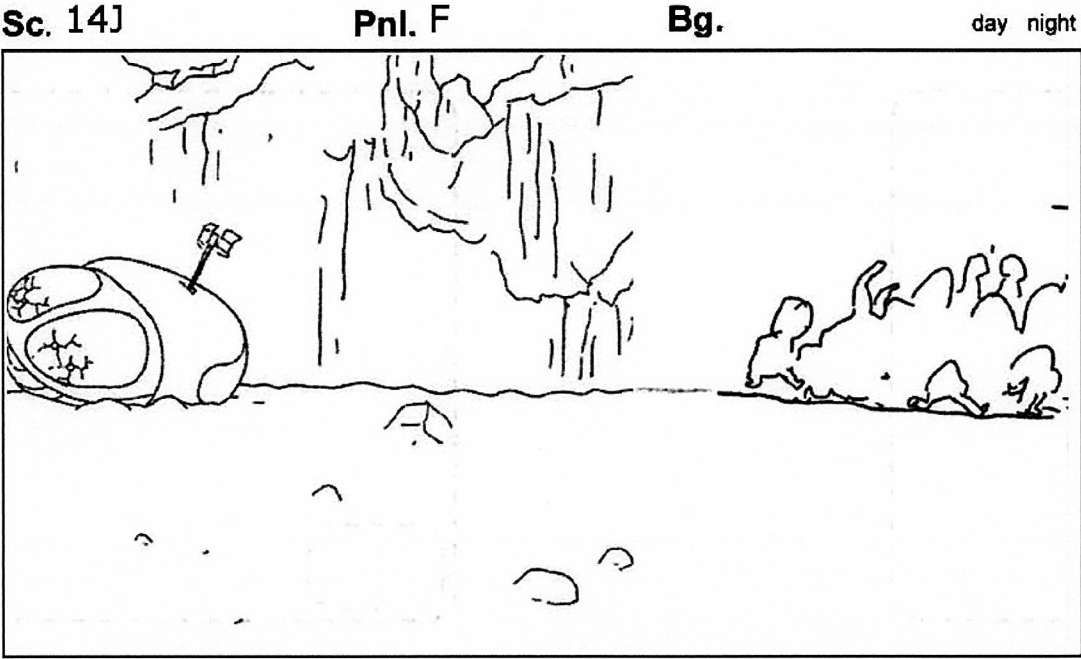
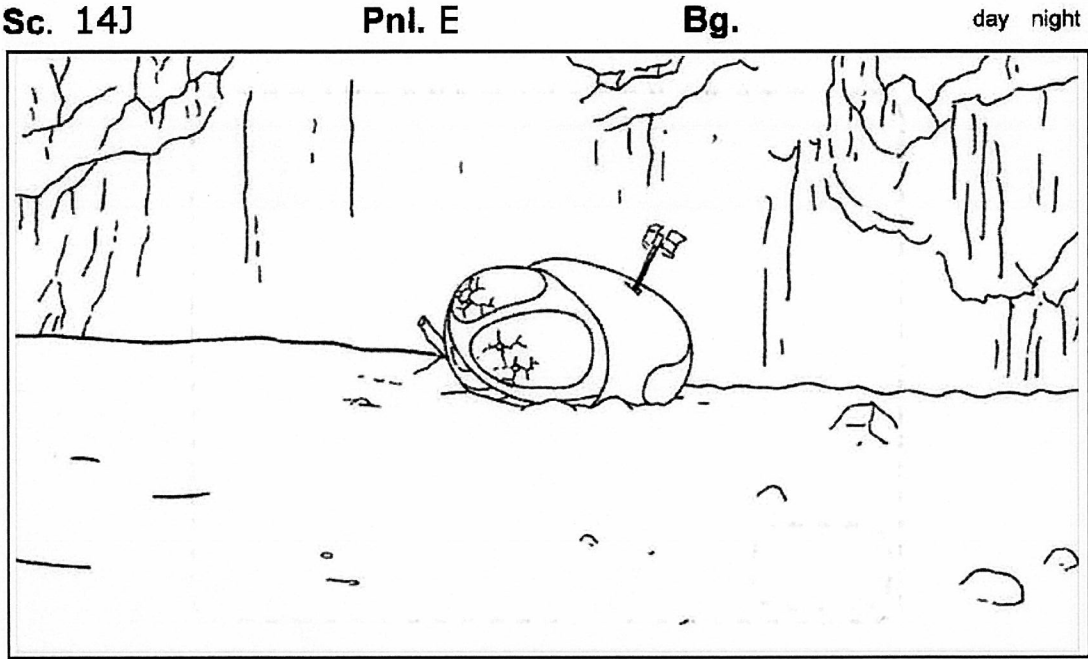
-Finn's vision starts to barrow

Timing:

EPISODE # 1025-164

Production :

ADVENTURE TIME



Dialog:	James/ Vrt-Vrt-Vrt-Vrt. Goo Monsters/ [chasing walla]	
Action:	-Finn's eye snaps open -Finn looks to the right	- James is being chased by zombie crowd
Timing:		

© 2011 This material is the Property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio, duplicated or used in any manner, except for production purposes, and may not be sold or transferred.

# ADVENTURE TIME



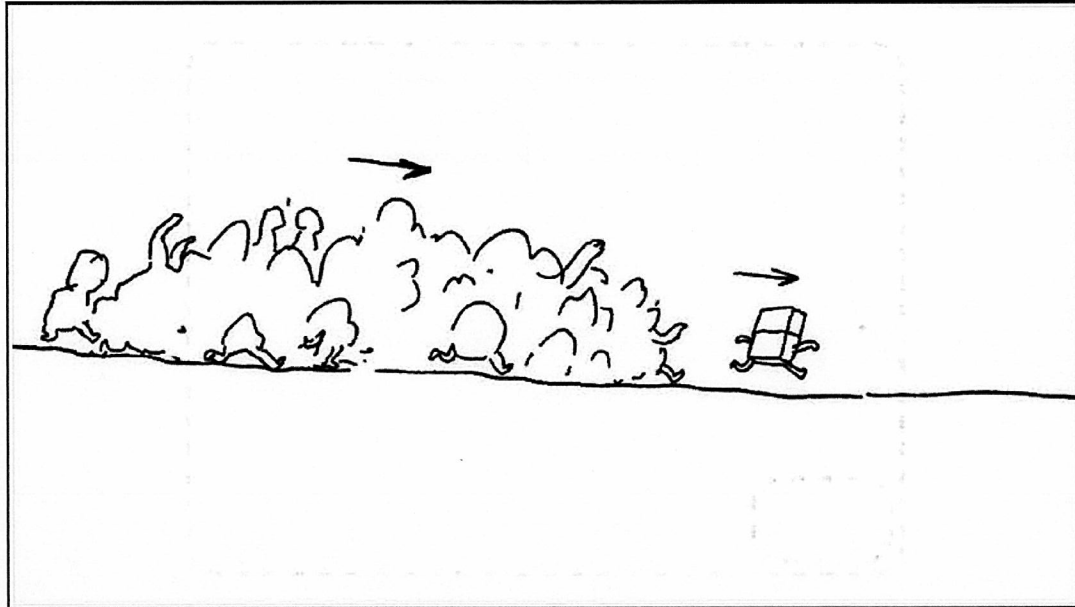
Page 19N

Sc. 14J

Pnl. G

Bg.

day night

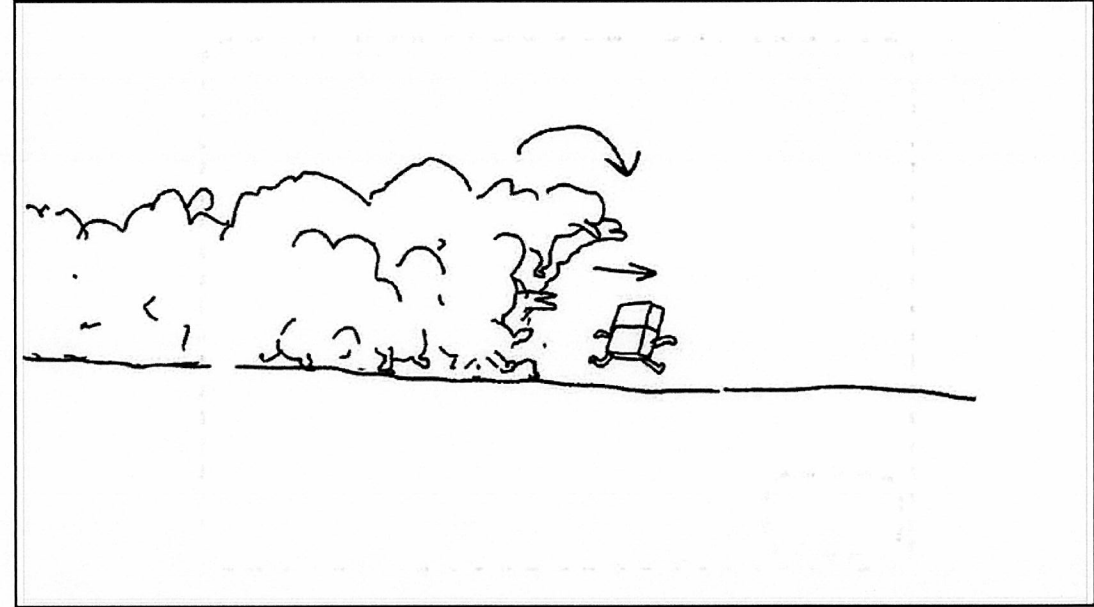


Sc. 14J

Pnl. H

Bg.

day night



Dialog:

James/ Vrt-Vrt-Vrt

Action:

-Goo Monsters rear up like a wave breaking

Timing:

EPISODE # 1025-164

Production :

© 2011 This material is the property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio, duplicated or used in any manner, except for production purposes, and may not be sold or transferred.

ADVENTURE TIME

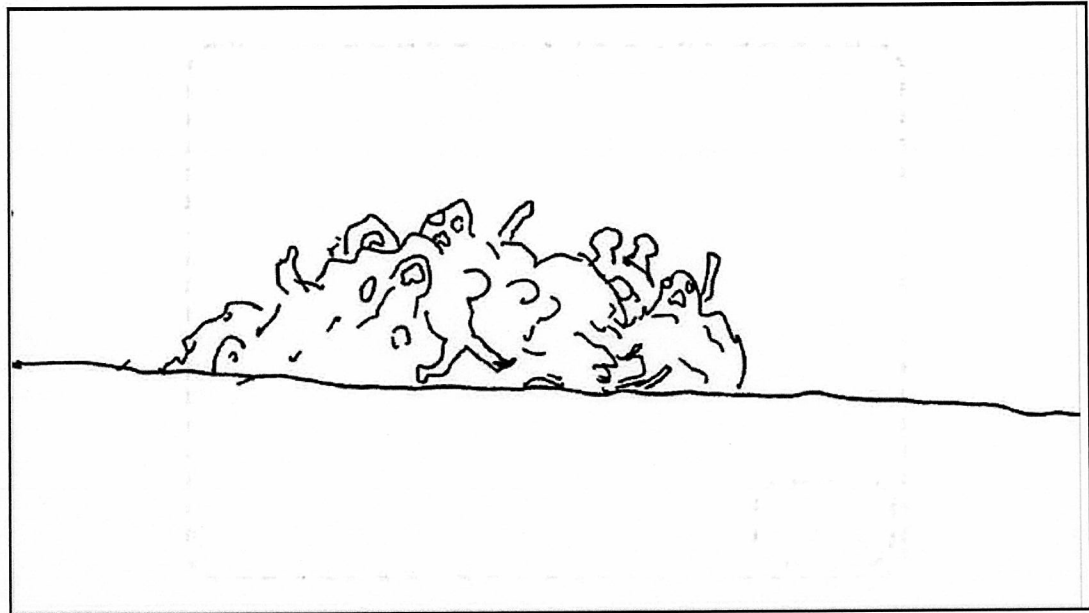


Sc. 14J

Pnl. I

Bg.

day night

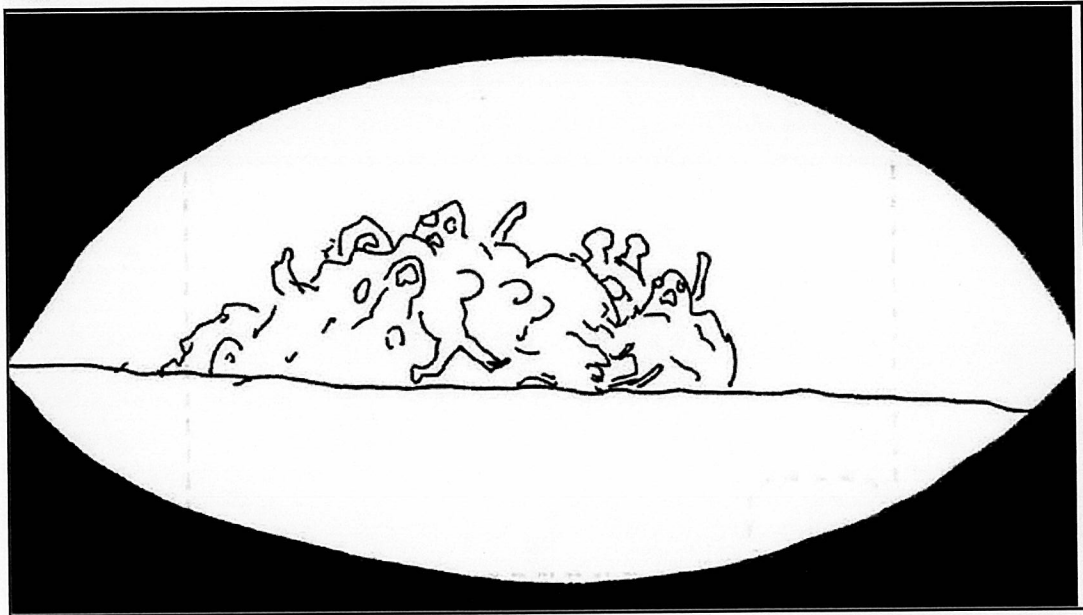


Sc. 14J

Pnl. J

Bg.

day night



Dialog:

Finn (o.s.)/ JAMES!

Action:

-And crash down upon James

Timing:

EPISODE # 1025-164

Production :

ADVENTURE TIME

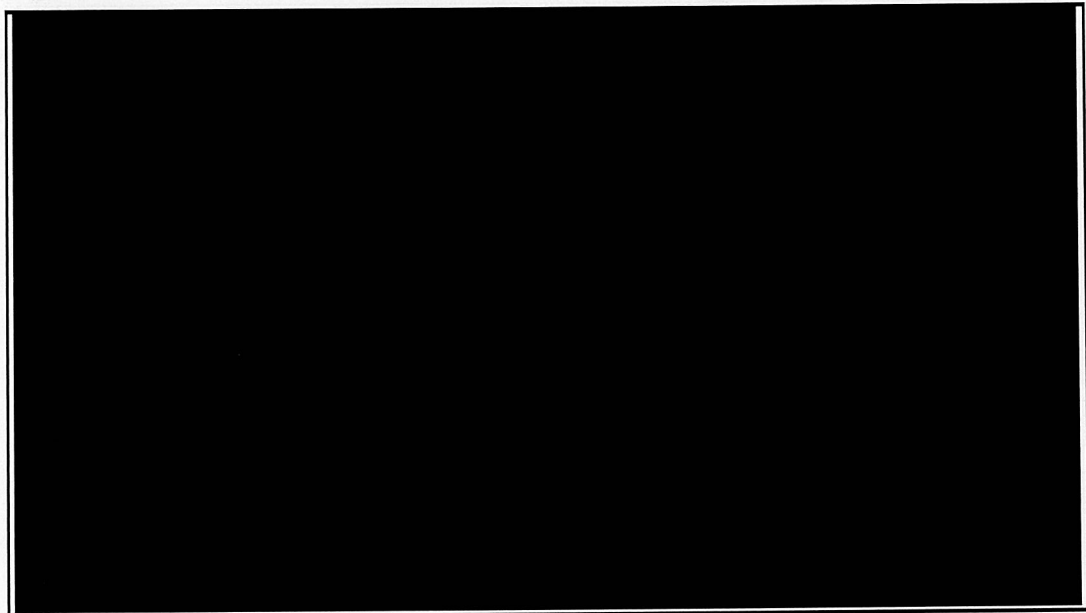


Sc. 14K

Pnl. A

Bg.

day night

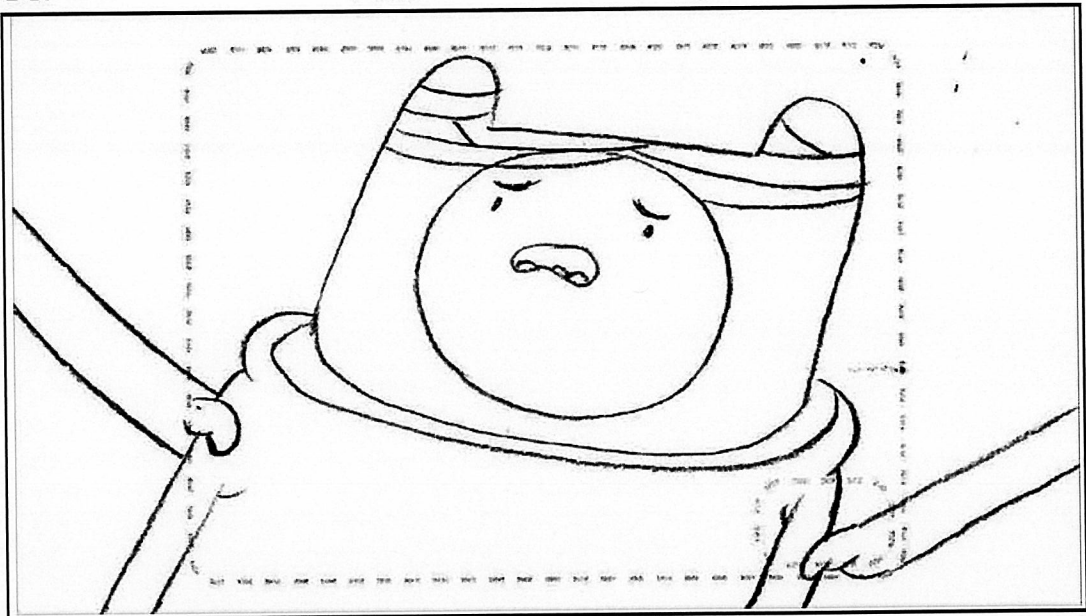


Sc. 14K

Pnl. B

Bg.

day night



Dialog:

F/ I wanted to do it... why didn't you let me?

Action:

-Goes to black

Timing:

EPISODE # 1025-164

Production :



© 2011 This material is the Property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio, duplicated or used in any manner, except for production purposes, and may not be sold or transferred.

# ADVENTURE TIME



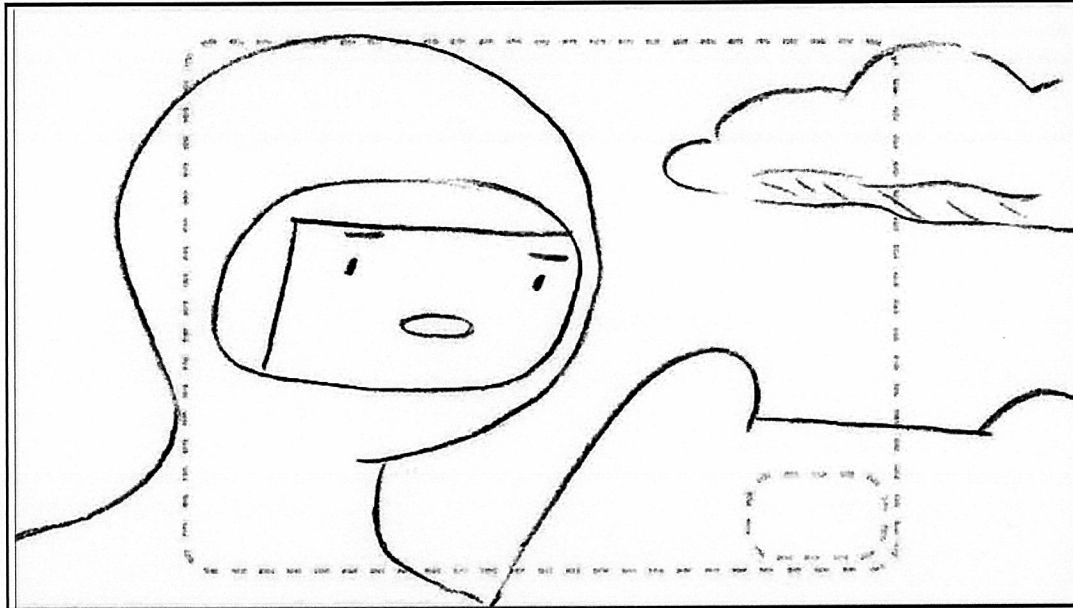
Page 19Q

Sc. 14L

Pnl. A

Bg.

day night

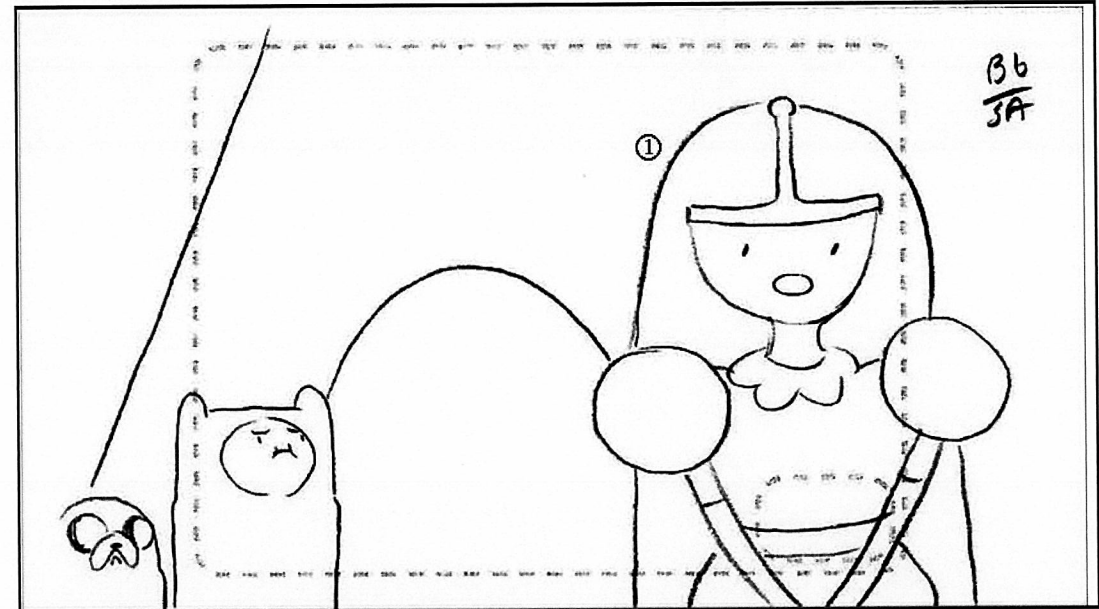


Sc. 14M

Pnl. A

Bg.

day night



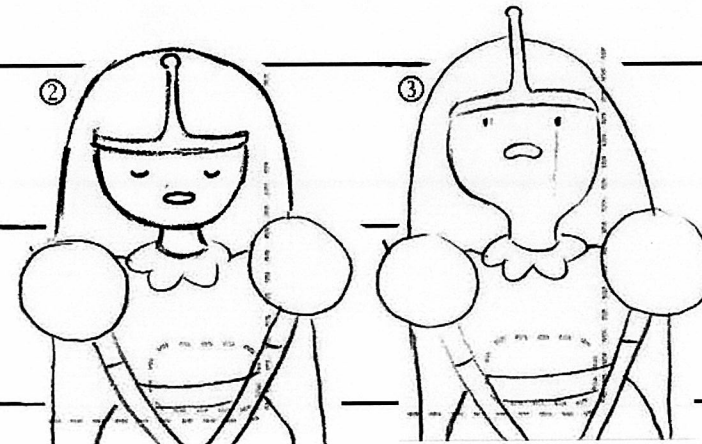
Dialog:

PB/ Someone was going to have to eat the big one to save the others...

PB/ And even though he is gone and it's super sad, I would like to honor James.

Action:

Timing:



EPISODE # 1025-164

Production :



# ADVENTURE TIME



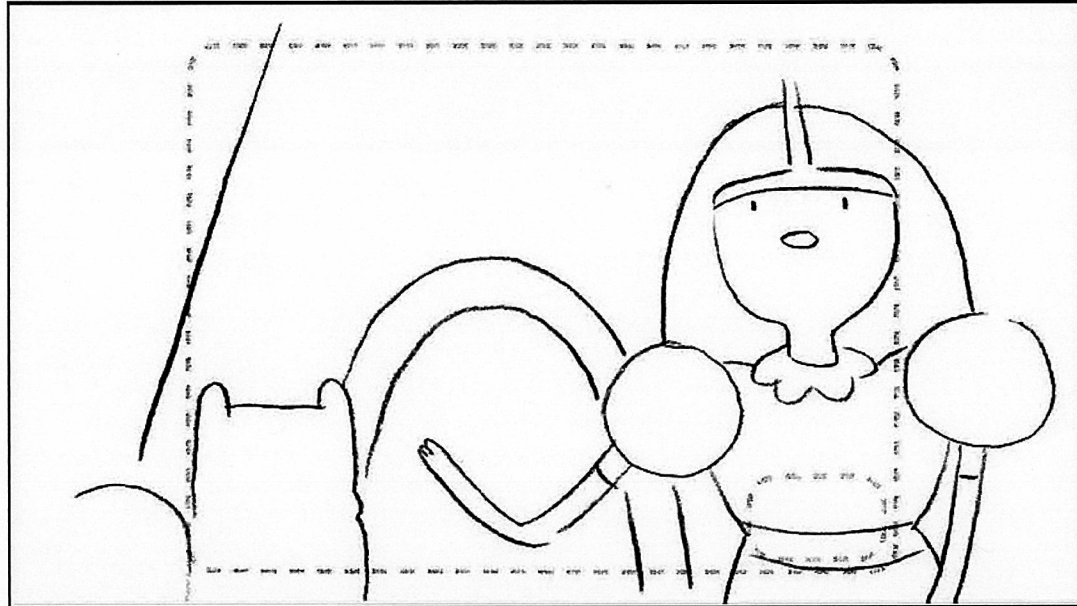
Page 19R

Sc. 14M

Pnl. B

Bg.

day night

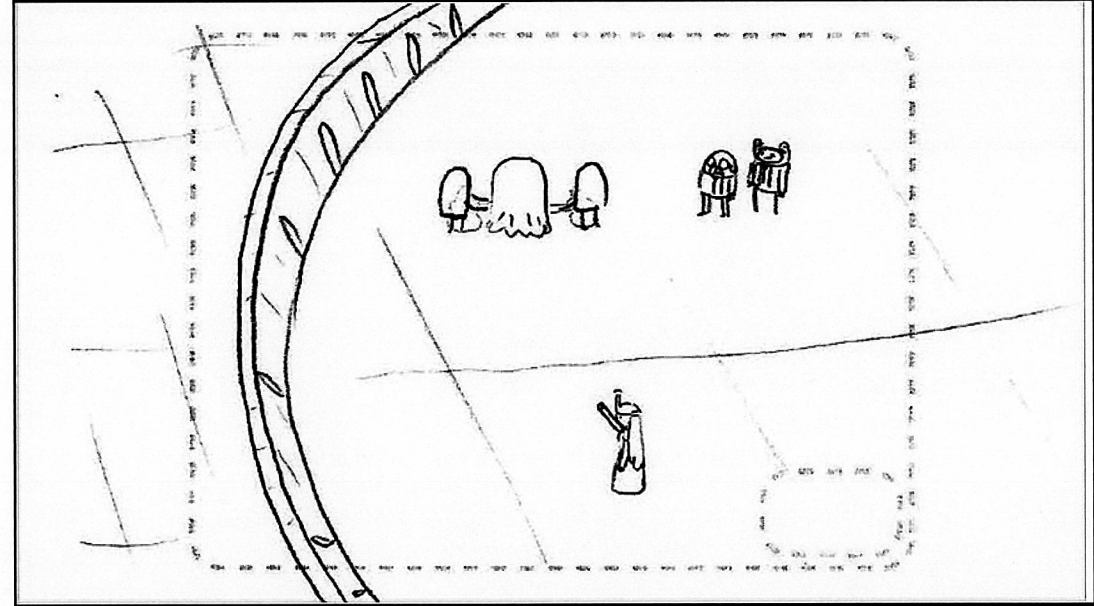


Sc. 14N

Pnl. A

Bg.

day night



Dialog:

PB/ With this new James I whipped up in the lab.

Action:

Timing:

EPISODE # 1025-164

Production :

© 2011 This material is the Property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio, duplicated or used in any manner, except for production purposes, and may not be sold or transferred.

ADVENTURE TIME

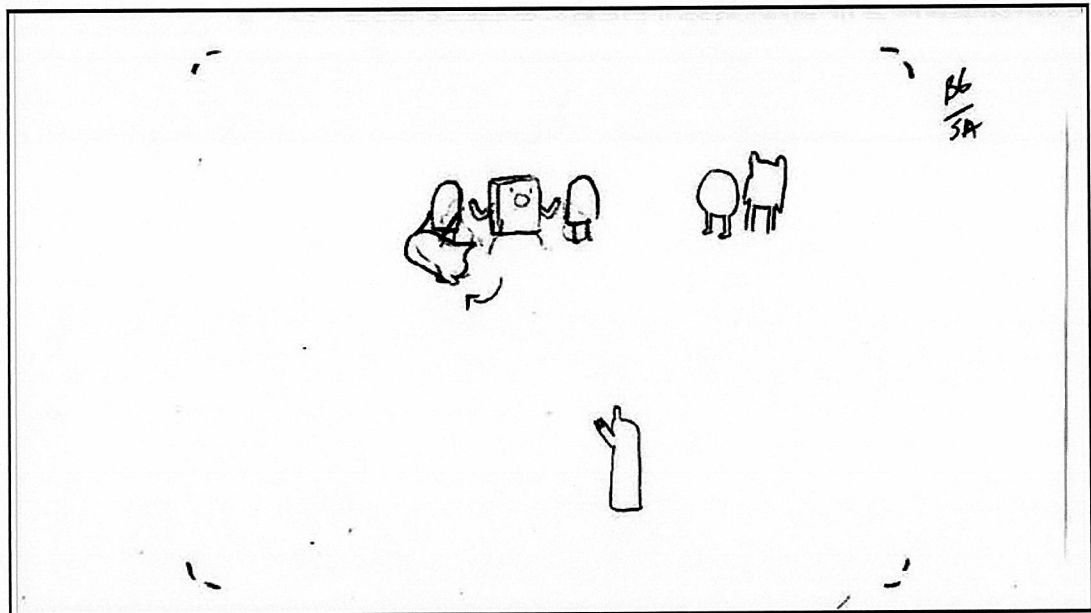


Sc. 14N

Pnl. B

Bg.

day night

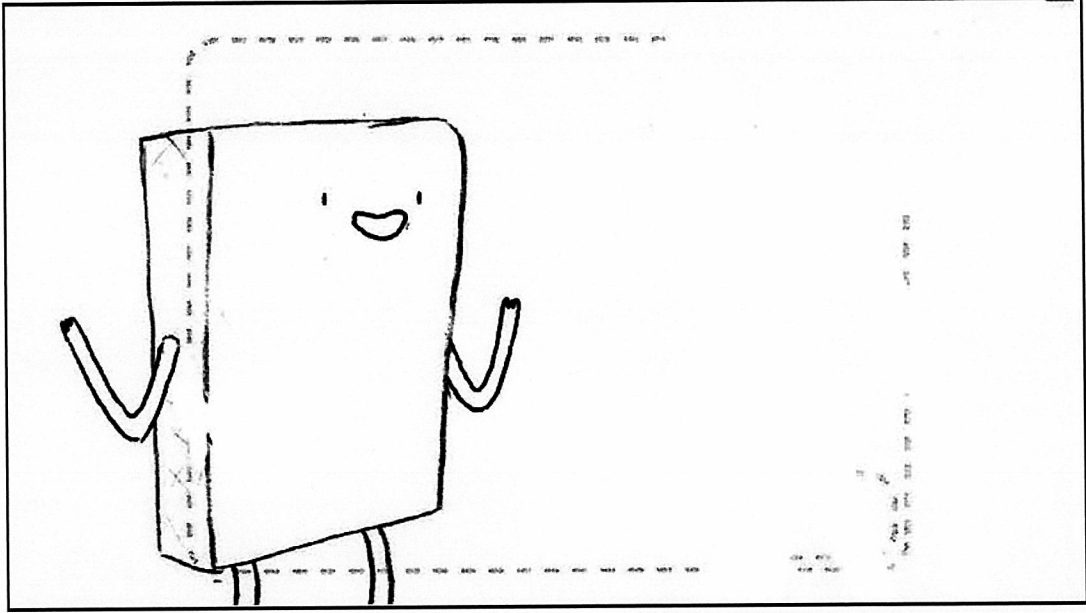


Sc. 14O

Pnl. A

Bg.

day night



Dialog:	James/ [robot noise]
Action:	
Timing:	

Production : EPISODE # 1025-164

© 2011 This material is the Property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio, duplicated or used in any manner, except for production purposes, and may not be sold or transferred.

# ADVENTURE TIME



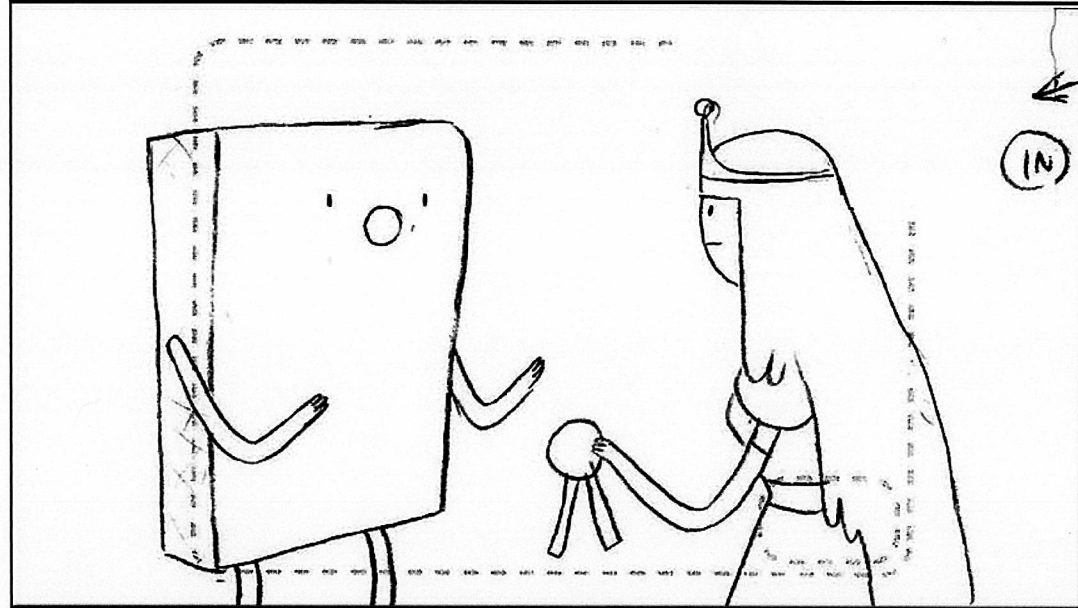
Page 19T

Sc. 140

Pnl. B

Bg.

day night

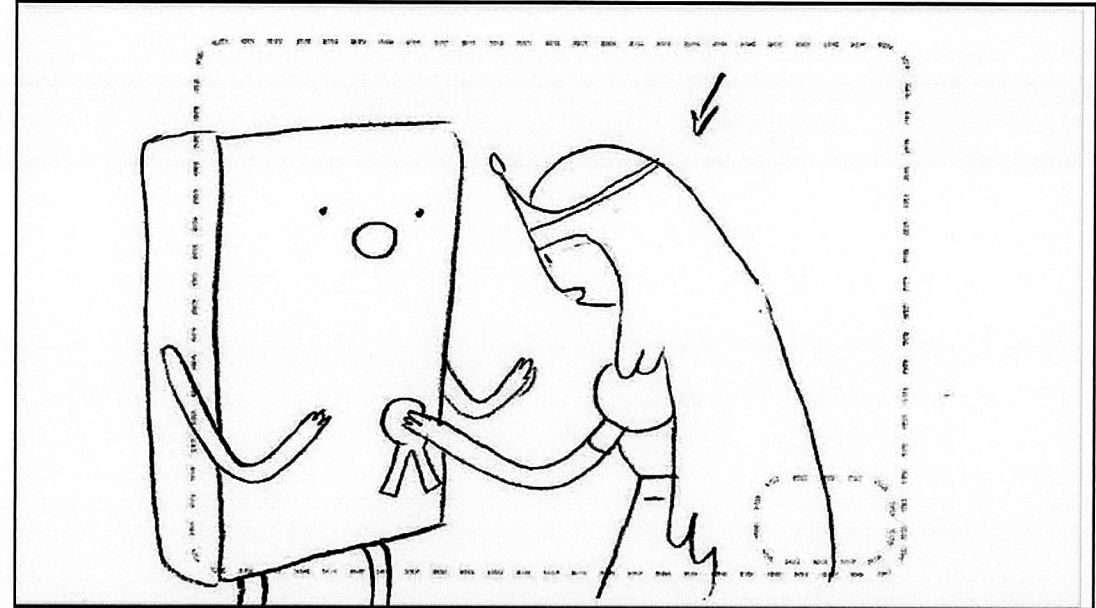


Sc. 140

Pnl. C

Bg.

day night



Dialog:

PB/ Here you go, James.

Action:

-PB pins medal to James

Timing:

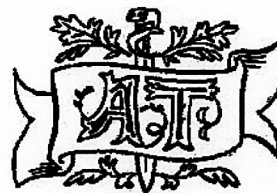
EPISODE # 1025-164

Production :



© 2011 This material is the Property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio, duplicated or used in any manner, except for production purposes, and may not be sold or transferred.

# ADVENTURE TIME



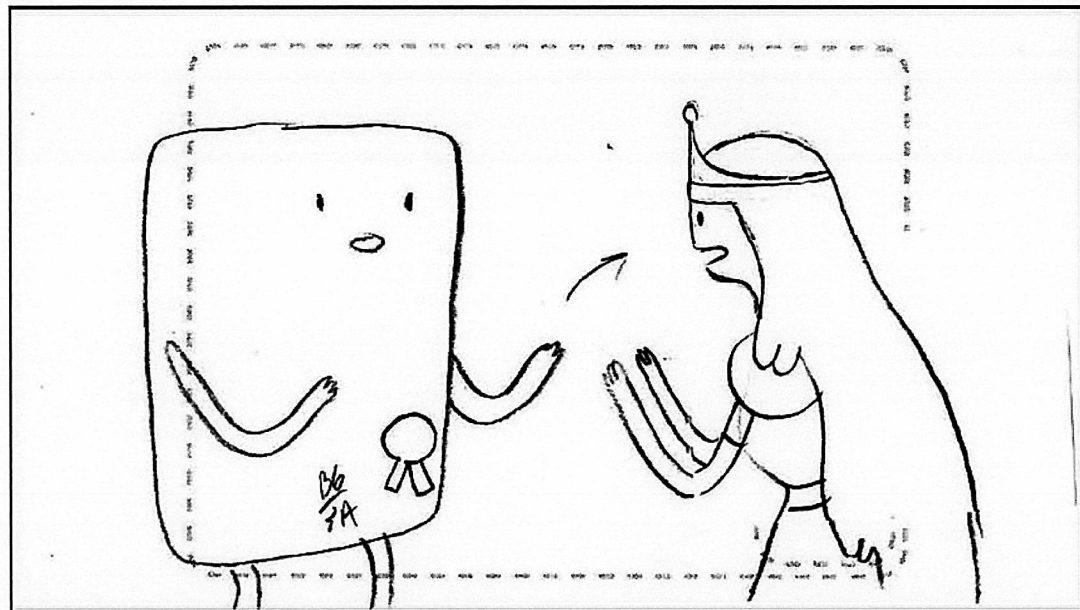
Page 19U

Sc. 140

Pnl. D

Bg.

day night

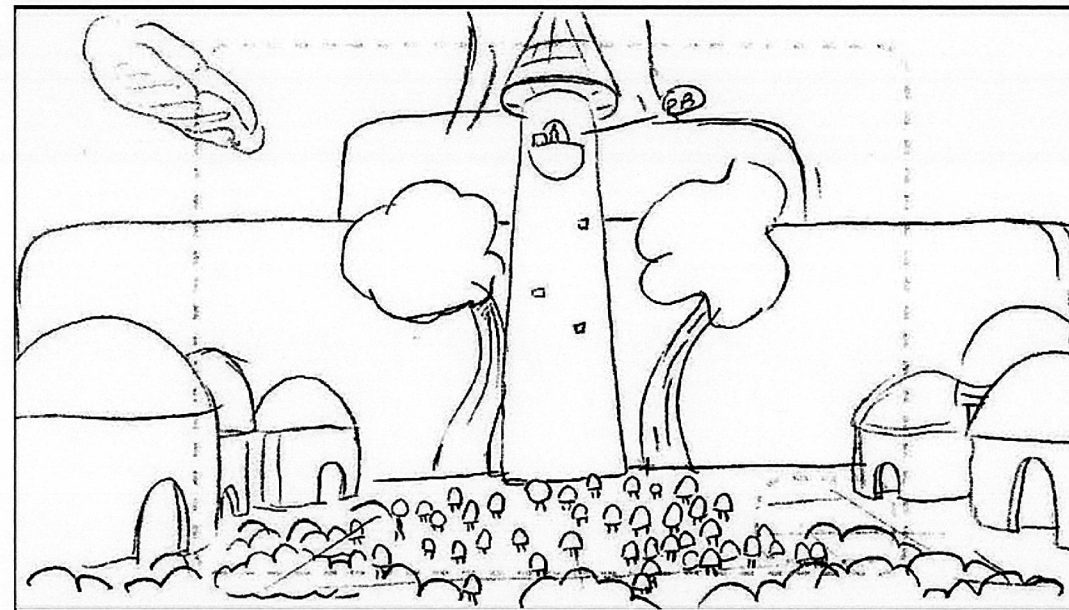


Sc. 14P

Pnl. A

Bg.

day night



Dialog:

PB/ an award for bravery.

PB/ LET'S HEAR IT FOR JAMES!

Candy People/ [cheering walla]

Action:

Timing:

EPISODE # 1025-164

Production :

# ADVENTURE TIME



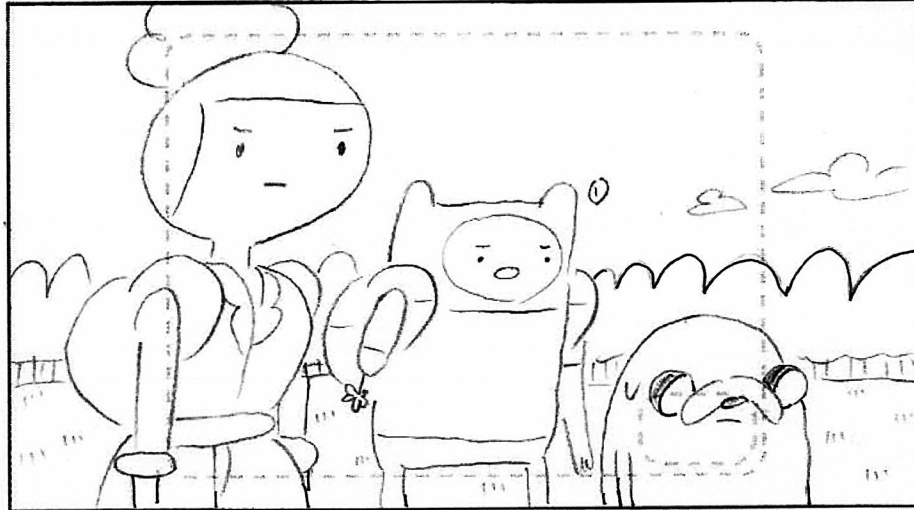
Page 20

Sc. 15

Pnl. A

Bg.

day night

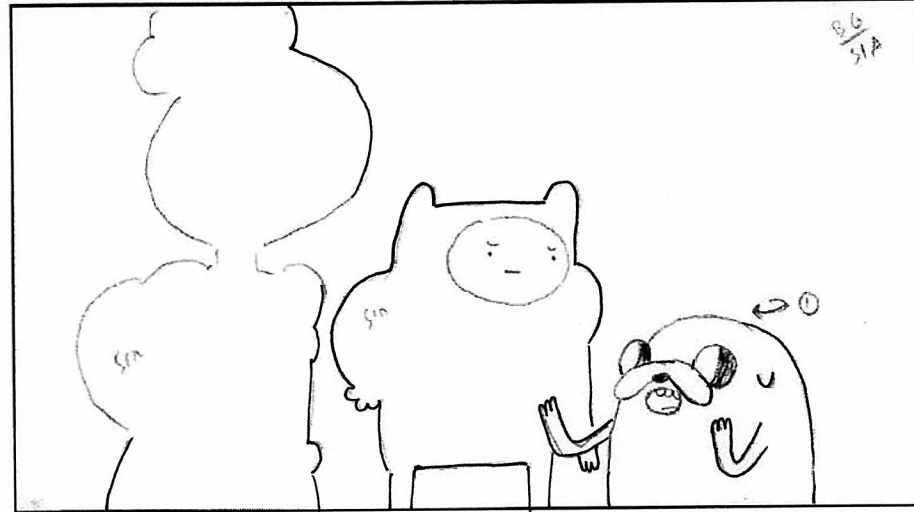


Sc. 15

Pnl. B

Bg.

day night



Dialog:

F: WOW. JAMES SACRIFICED HIS LIFE FOR  
YOU AGAIN, PB...

J: YEAH THAT'S LIKE THE 25<sup>th</sup> TIME, RIGHT?

Action:



-PB TURNS AND WALKS OFF/S.

Timing:

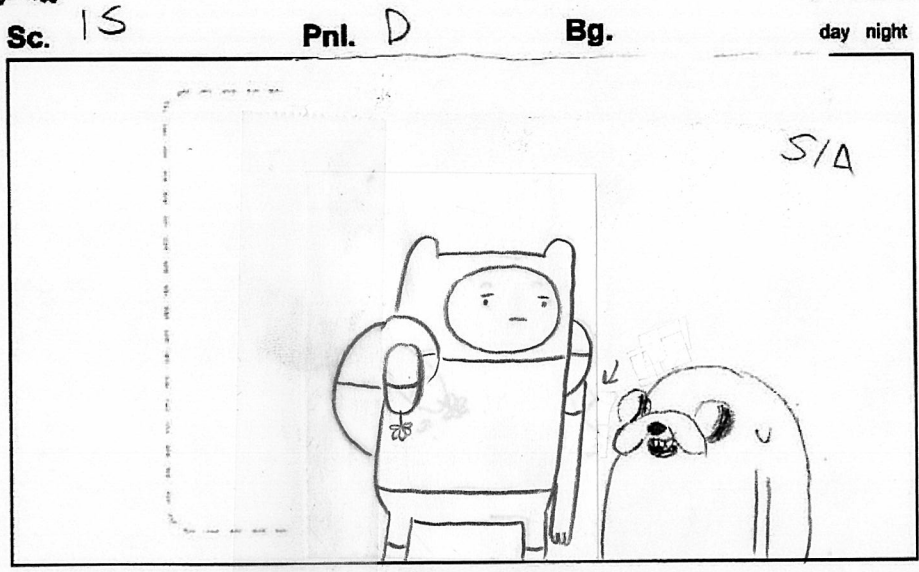
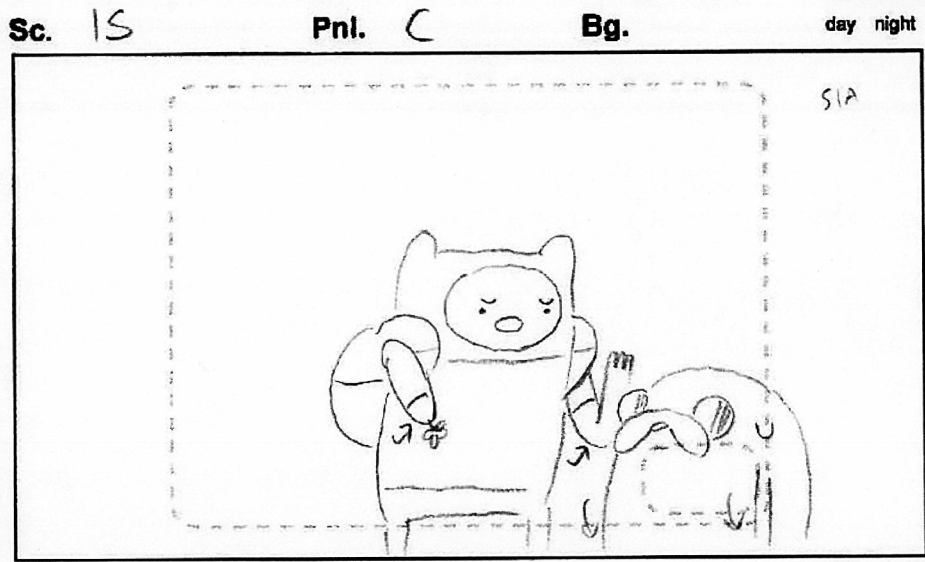
EPISODE # **1025-164**

Production :

ADVENTURE TIME



© 2011 This material is the property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio. Adapted or used in any manner except for production purposes, and may not be sold or transferred.



Dialog:	F/ Obviously you'll have to reclone him.	J: TOTES.
Action:		
Timing:		

EPISODE # 1025-164  
Production :



# ADVENTURE TIME



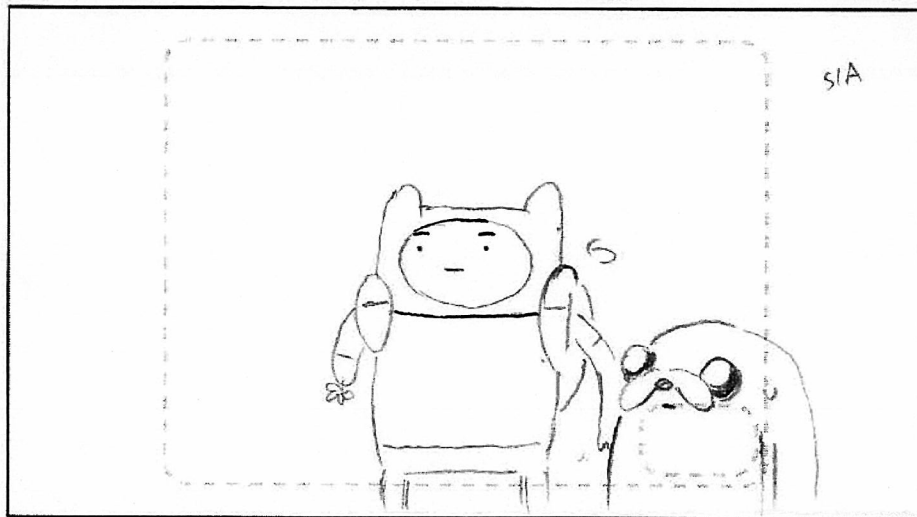
Page 22

Sc. 15

Pnl. E

Bg.

day night

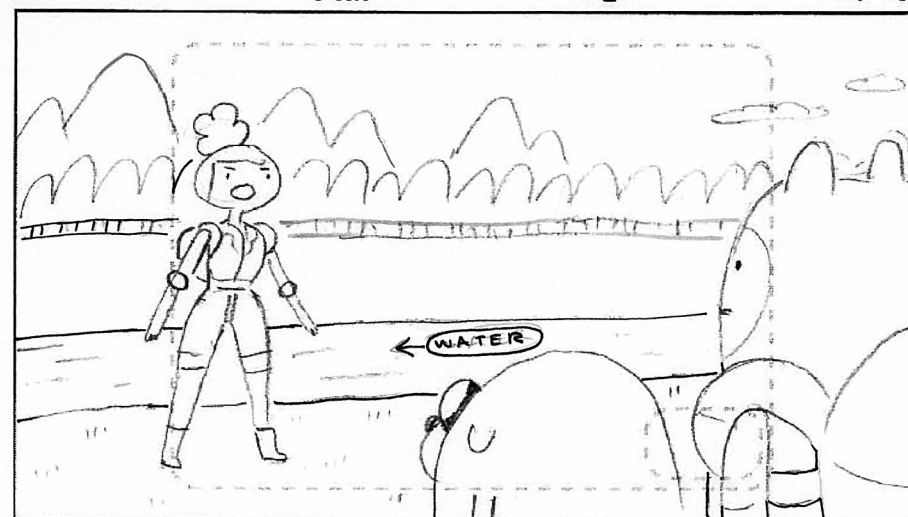


Sc. 16

Pnl. A

Bg.

day night



Dialog:

PB = (OF/S) HOLD UP.

PB: THIS GROUND IS PERFECTLY SOLID.

Action:

- F+J LOOK UP.

Timing:

EPISODE # 1025-164

Production :

# ADVENTURE TIME



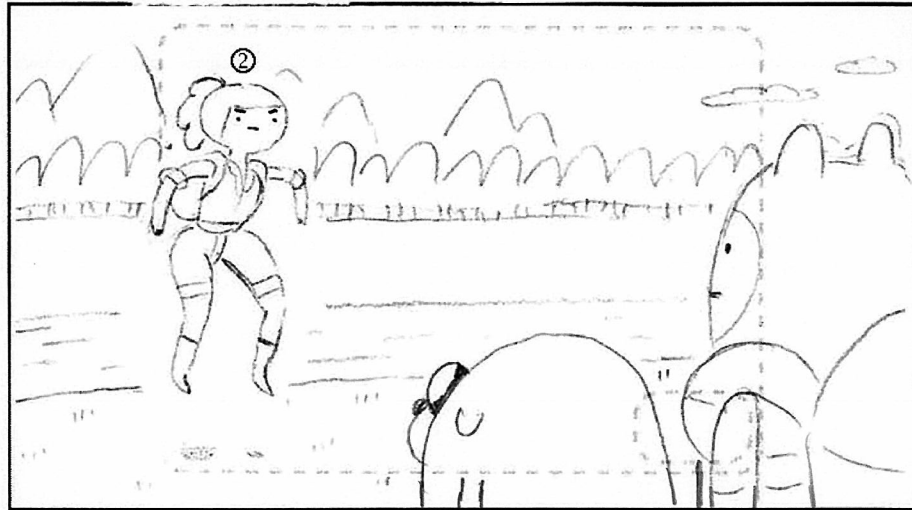
Page 23

Sc. 16

Pnl. B

Bg.

day night

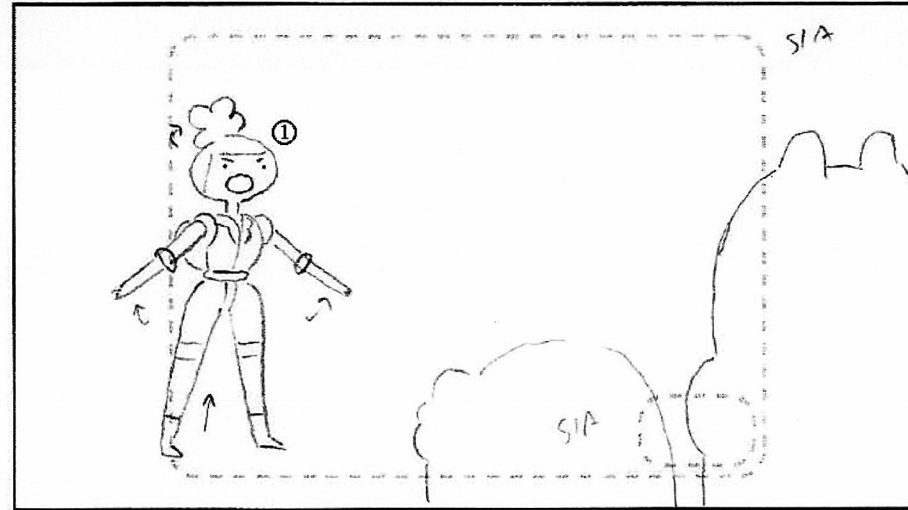


Sc. 16

Pnl. C

Bg.

day night



Dialog:

PB/ There's no loos gravel here.

Action: -PB JUMPS UP AND DOWN

3x  
①, ②, ①, ②, ①, ②, ①

Timing:



EPISODE # **1025-164**

Production :

ADVENTURE TIME

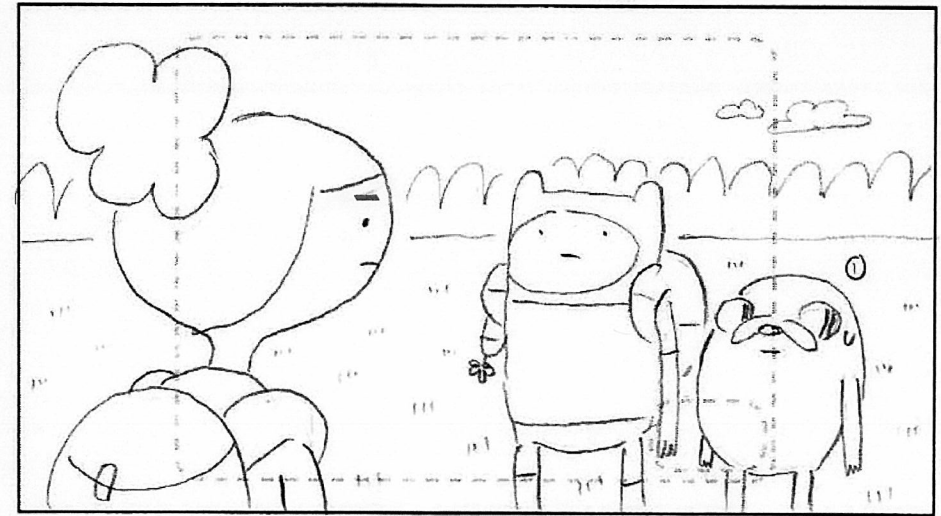


Sc. 17

Pnl. A

Bg.

day night

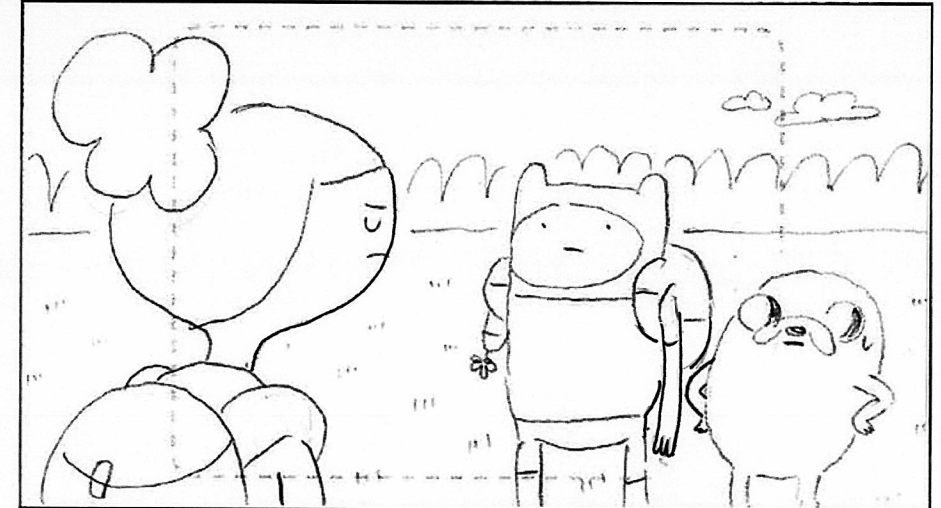


Sc. 17

Pnl. B

Bg.

day night



**Dialog:** J: SO WHAT. CLONE HIM UP, GIRL.

**Action:** SO WHAT. ② CLONE HIM UP ③ GIRL ④

**Timing:**

© 2011 This material is the property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio, duplicated or used in any manner except for production purposes, and may not be sold or transferred.

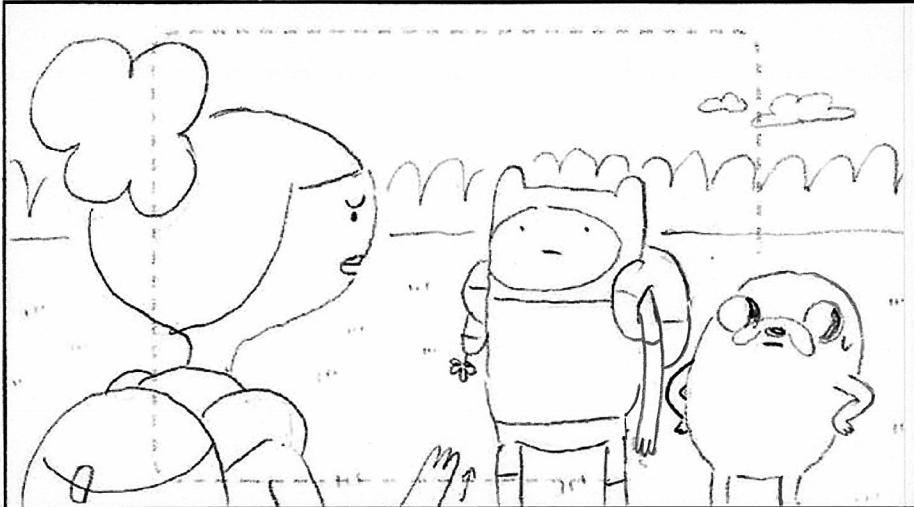
EPISODE # 1025-164

Production :

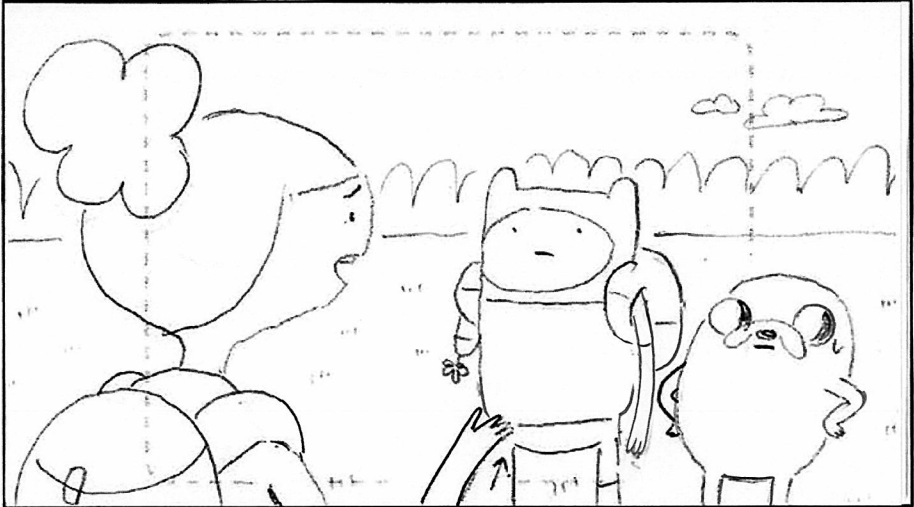
ADVENTURE TIME



Sc. 17 Pnl. C Bg. day night



Sc. 17 Pnl. D Bg. day night



Dialog:	PB: JAMES IS TOO RECKLESS ,	PB: I CANT REWARD THIS KIND OF FOOLISH BEHAVIOR FOREVER ,
Action:		
Timing:		

EPISODE # 1025-164  
Production :

© 2011 This material is the Property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio, duplicated or used in any manner except for production purposes, and may not be sold or transferred.

ADVENTURE TIME

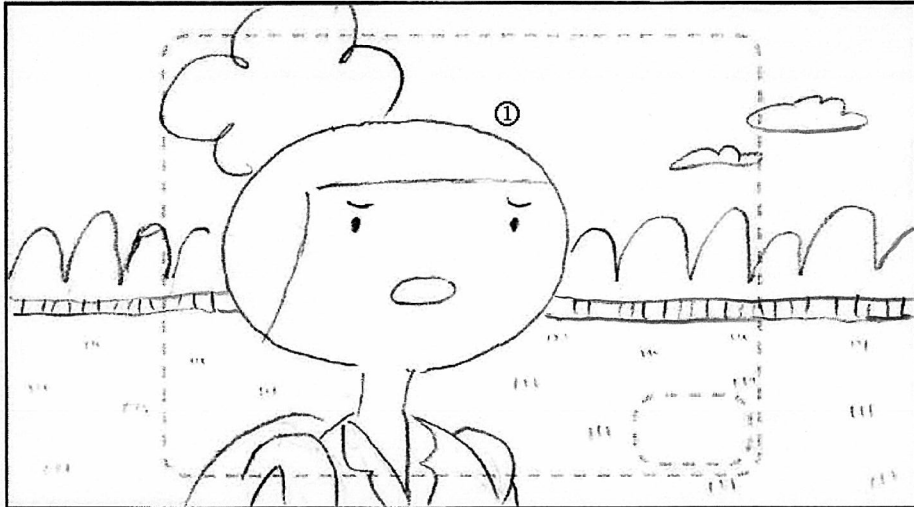


Sc. 18

Pnl. A

Bg.

day night

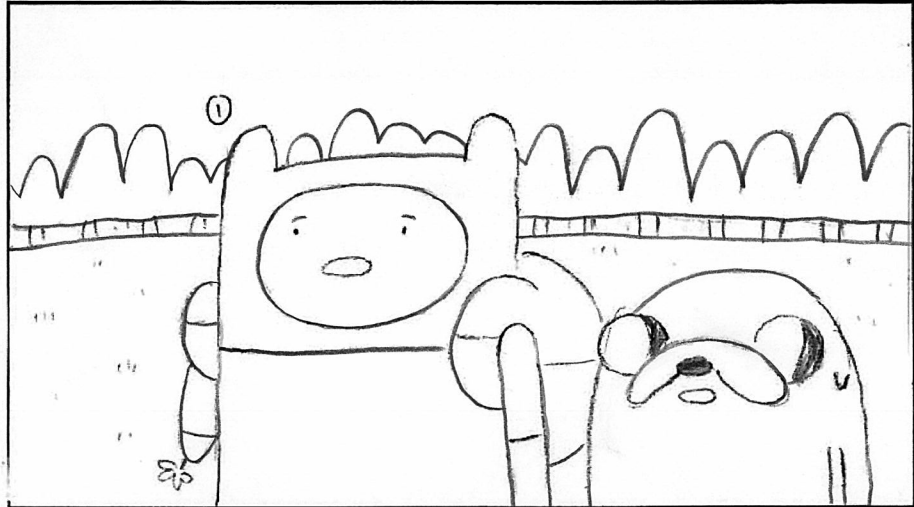


Sc. 19

Pnl. A

Bg.

day night



Dialog:

PB: IT'S TIME JAMES TAKES HIS ETERNAL NAP.

F: BUT... BUT IT'S JAMES!

I: C'MON P-BOG, DON'T BE ALL COLD-HEARTY.

Action:

Timing:



EPISODE # 1025-164

ADVENTURE TIME



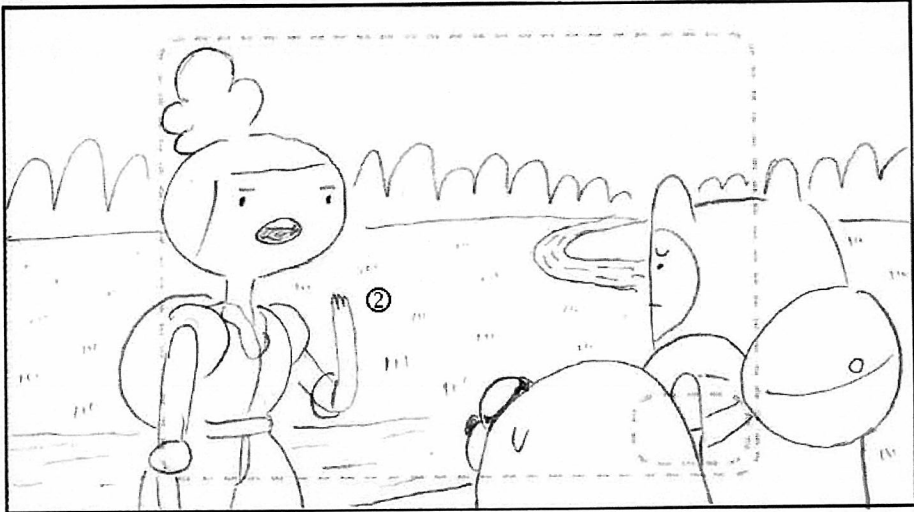
Page 27

Sc. 20

Pnl. A

Bg.

day night

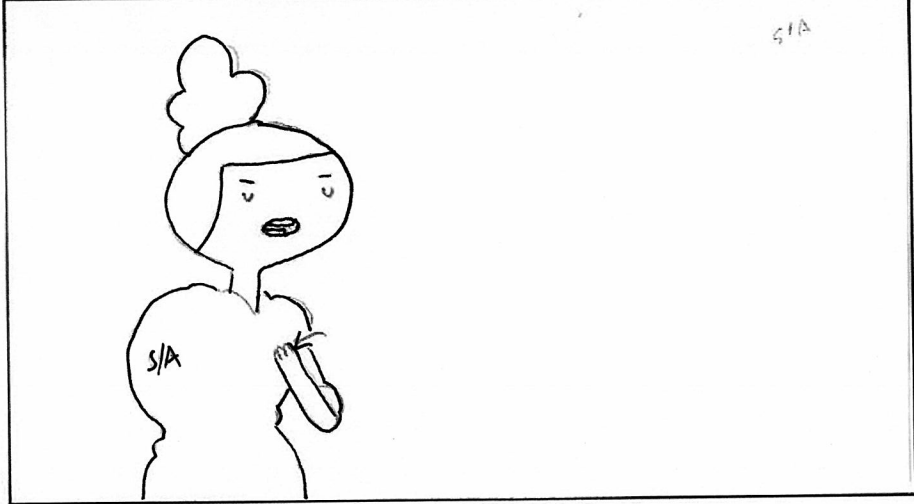


Sc. 20

Pnl. B

Bg.

day night



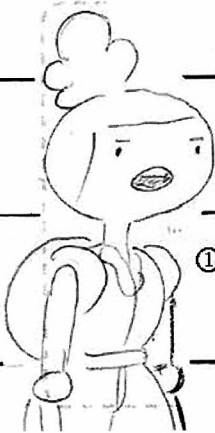
Dialog:

PB: I'M PUTTING MY FOOT DOWN.

PB: THERE WILL BE NO MORE JAMESES

Action:

Timing:



1025-164

EPISODE #

Production :

© 2011 This material is the property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio, duplicated or used in any manner except for production purposes, and may not be sold or transferred.

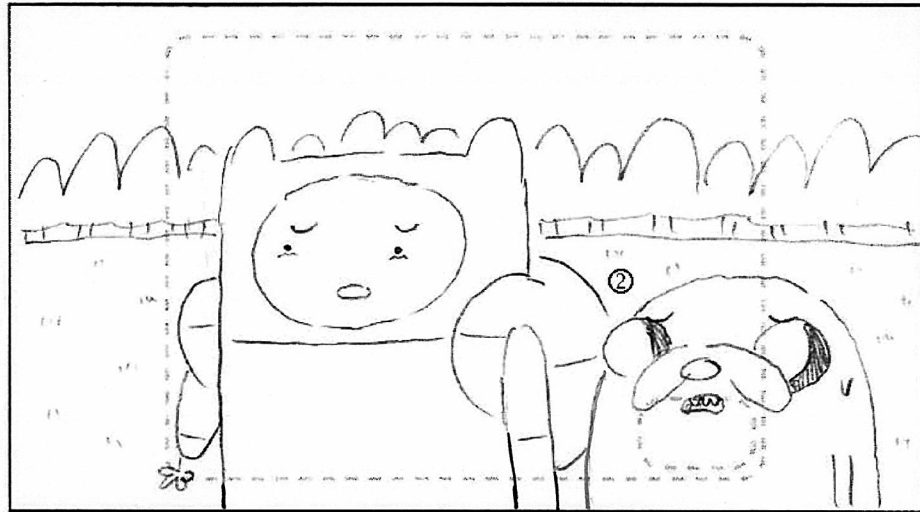


# ADVENTURE TIME

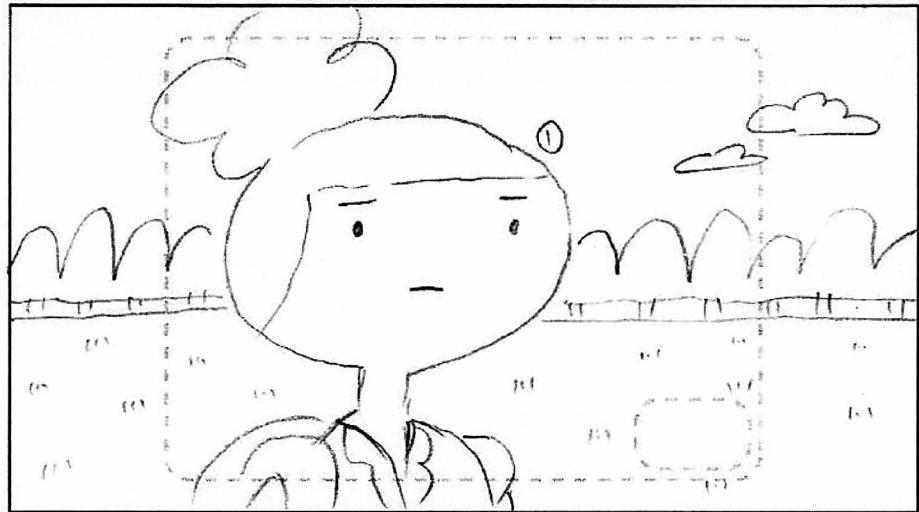


Page 28

Sc. 21 Pnl. A Bg. day night



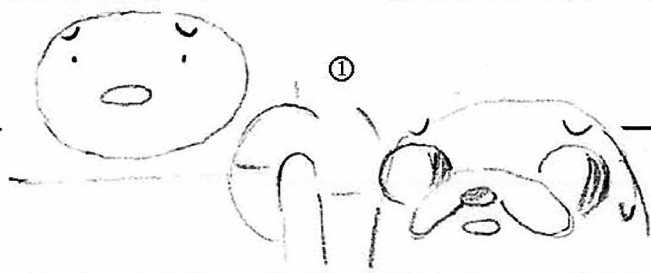
Sc. 22 Pnl. A Bg. day night



Dialog: E: (WHISPERS) NO--- PB: I'M SORRY.

Action:

Timing:



© 2011 This content is the property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio, duplicated or used in any manner except for production purposes, and may not be sold or transferred.

EPISODE # **1025-164**

ADVENTURE TIME



© 2011 This material is the property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio, duplicated or used in any manner, except for production purposes, and may not be sold or transferred.

Sc. 22 Pnl. β Bg. day night

S1A

Sc. 23 Pnl. A Bg. day night

1

Dialog: PB/ Look I need you guys to go to James' apartment and box up his stuff. S.P.

Action:

Timing:

2

EPISODE # 1025-164

Production :

© 2011 The material is the property of The Cartoon Network, Inc. It is to be used for production purposes only and may not be sold or transferred.

ADVENTURE TIME



No Scene 24

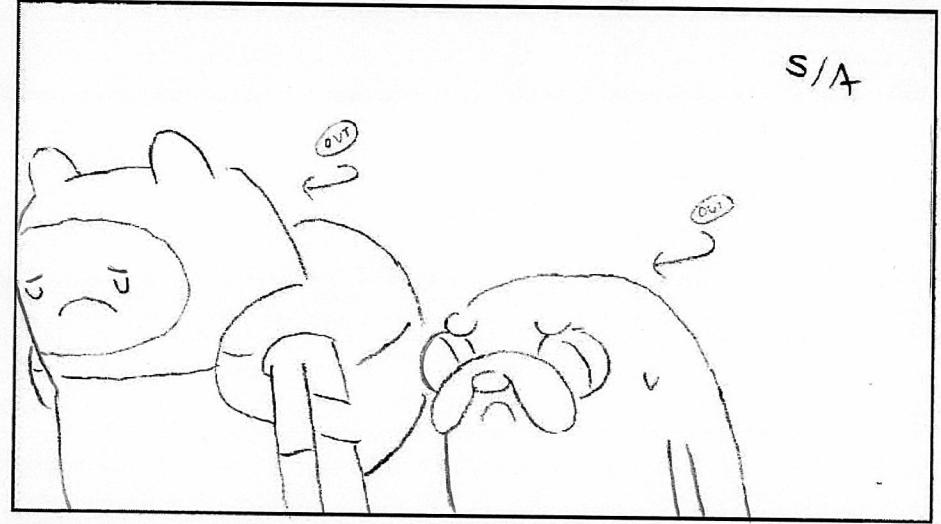
Page 30

Sc. 23

Pnl. B

Bg.

day night

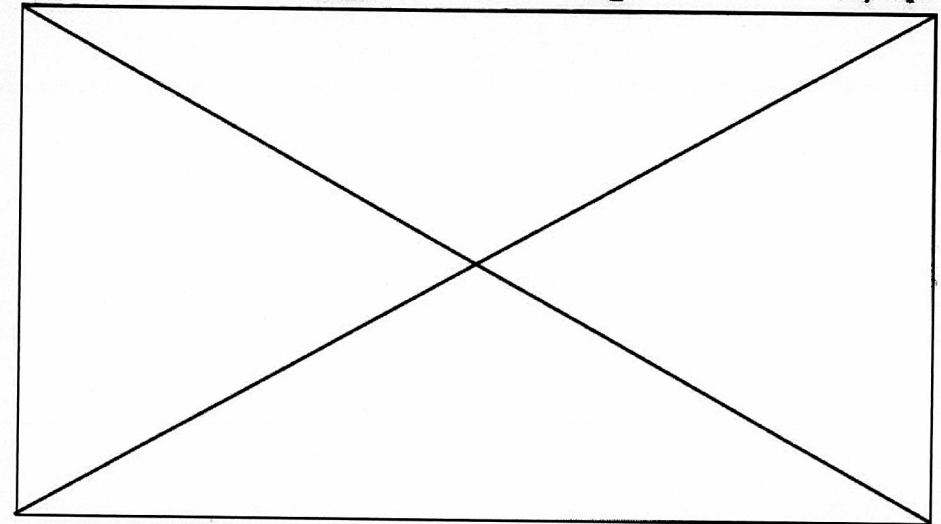


Sc.

Pnl.

Bg.

day night



Dialog:
Action: - F+J TURN AND WALK OFF IS
Timing:

EPISODE # 1025-164  
Production :

ADVENTURE TIME



Sc.

Pnl.

Bg.

day night

Sc.

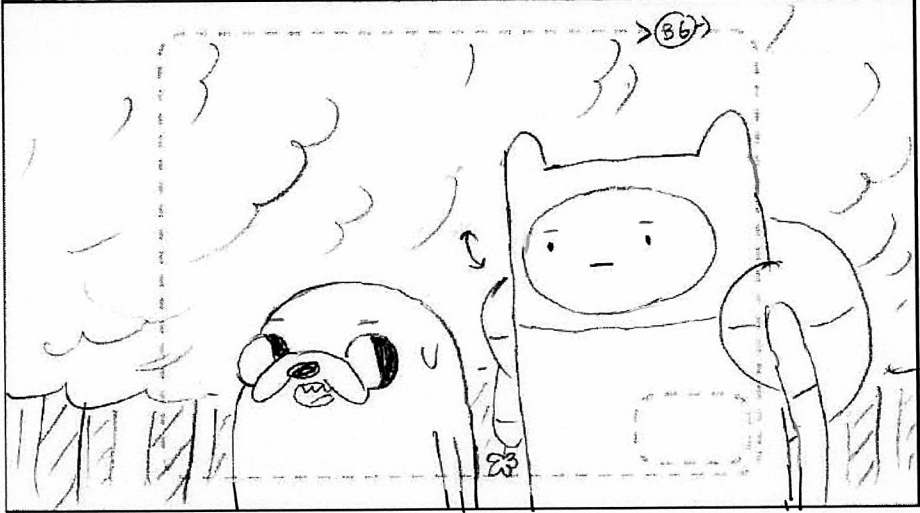
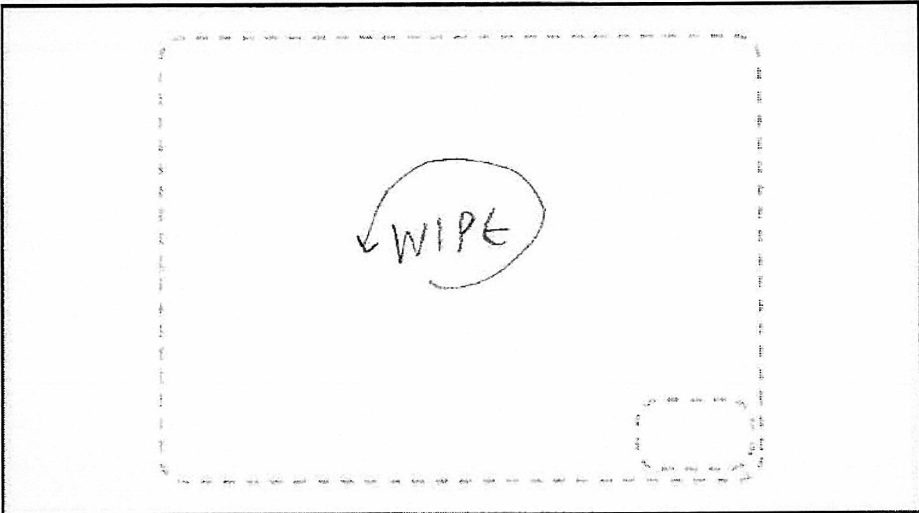
25

Pnl.

A

Bg.

day night



Dialog:

↓! AND REMEMBER THE TIME JAMES SAVED PB FROM  
THAT CONTAMINATED CUPCAKE...

Action:

- F. NODS IN AGREEMENT

Timing:

EPISODE # 1025-164

Production :

ADVENTURE TIME



© 2011 This material is the property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio, duplicated or used in any manner except for production purposes, and may not be sold or transferred.

Sc. 25

Pnl. B

Bg.

day night

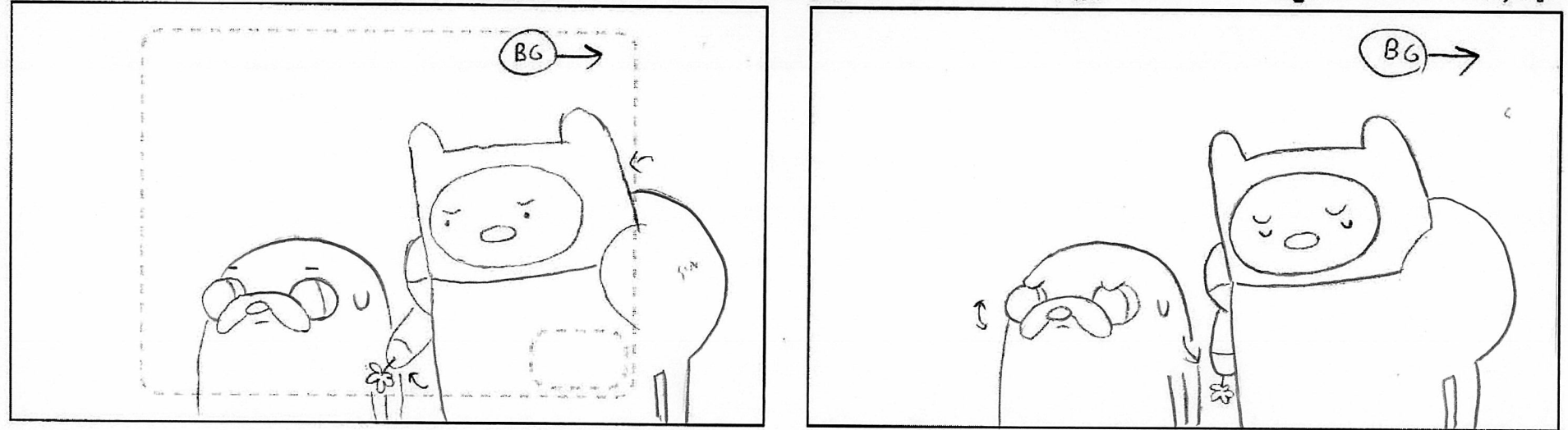
Sc. 25

Pnl. C

Bg.

day night

Page 32



Dialog:  
F: YEAH. HE ATE THAT WHOLE CUPCAKE.  
J: WHAT A GUY.

Action:  
-J. NOPS

Timing:

EPISODE # 1025-164

Production :

# ADVENTURE TIME

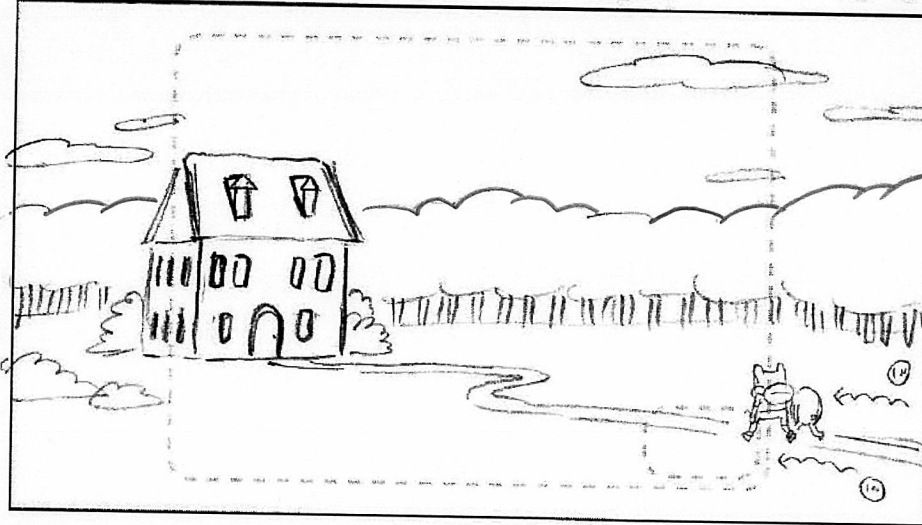


Sc. 26

Pnl. A

Bg.

day night

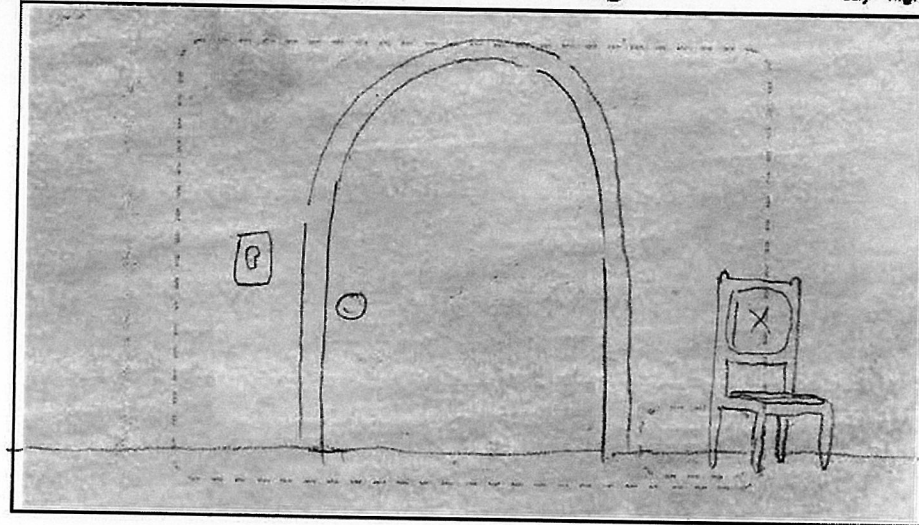


Sc. 27

Pnl. A

Bg.

day night



Dialog:

Action:

-F+J WALK ON/S

-INT. JAMES'S DARKENED APT.

Timing:

© 2014 This material is the property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio duplicated or used in any manner, except for production purposes, and may not be sold or transferred.

Page 33

EPISODE # 1025-164

Production :



# ADVENTURE TIME



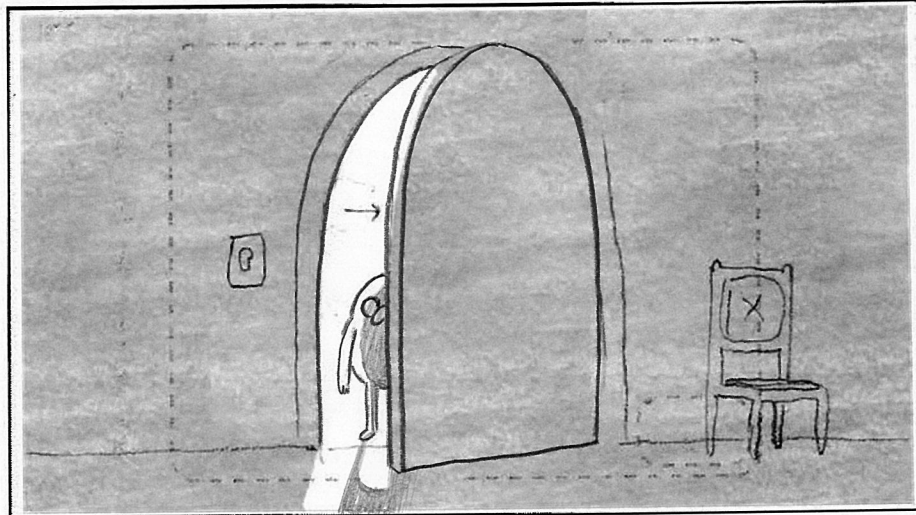
Page 34

Sc. 27

Pnl. B

Bg.

day night

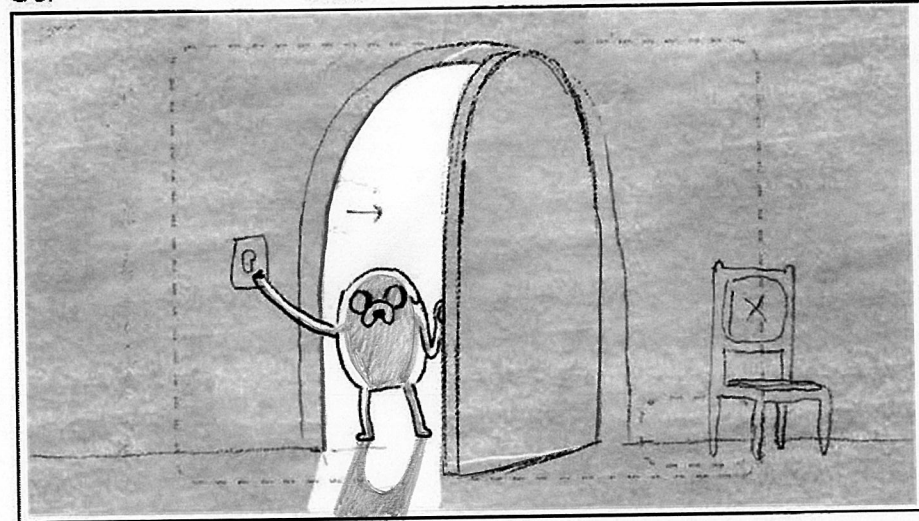


Sc. 27

Pnl. C

Bg.

day night



Dialog:

SFX: \* CHK \*

Action:

-J OPENS DOOR

Timing:

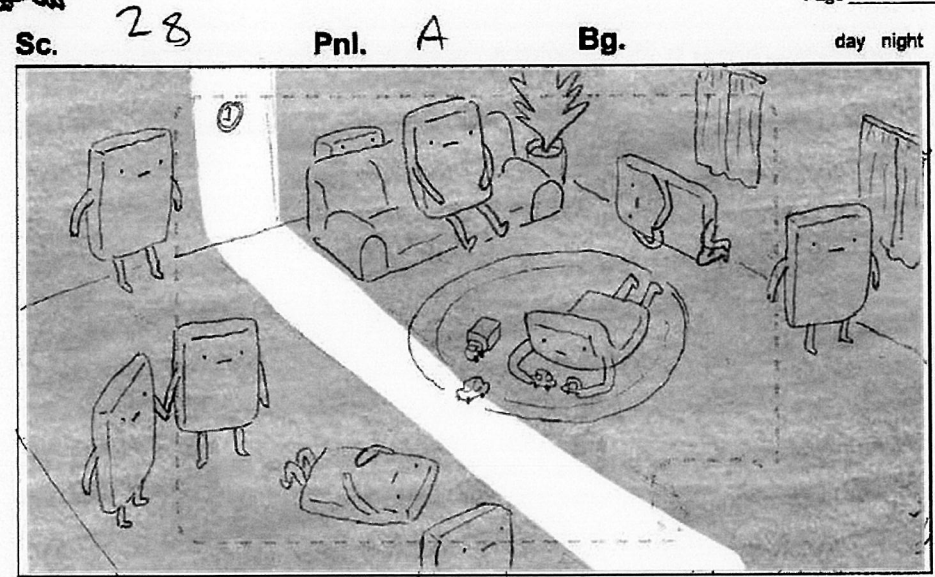
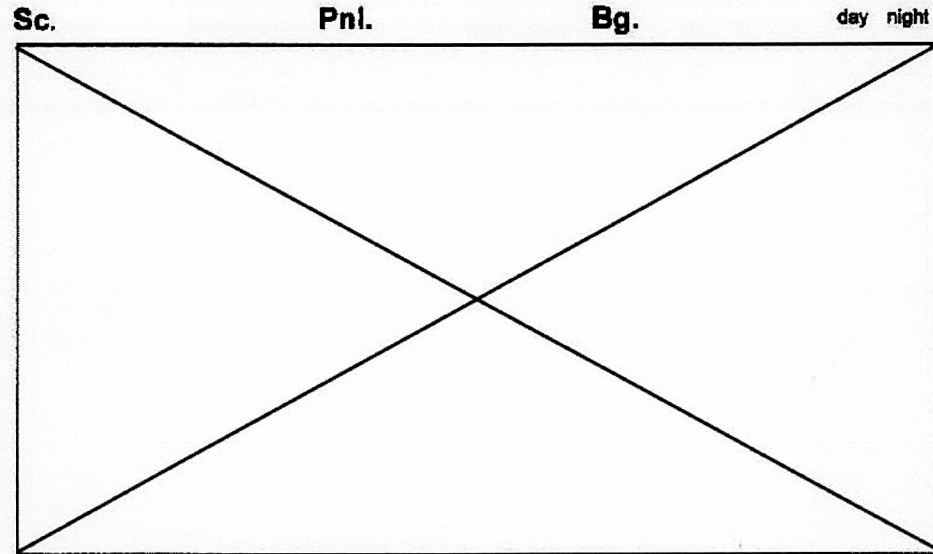
EPISODE # 1025-164

Production :

# ADVENTURE TIME



Page 35



<p><b>Dialog:</b></p>   <p><b>Action:</b></p>  <p><b>Timing:</b></p> 	<p>-INT. OF APARTMENT STILL DARK</p> <p>-J. REACHES FOR LIGHT SWITCH</p>
---	--

EPISODE # 1025-164

Production :

# ADVENTURE TIME



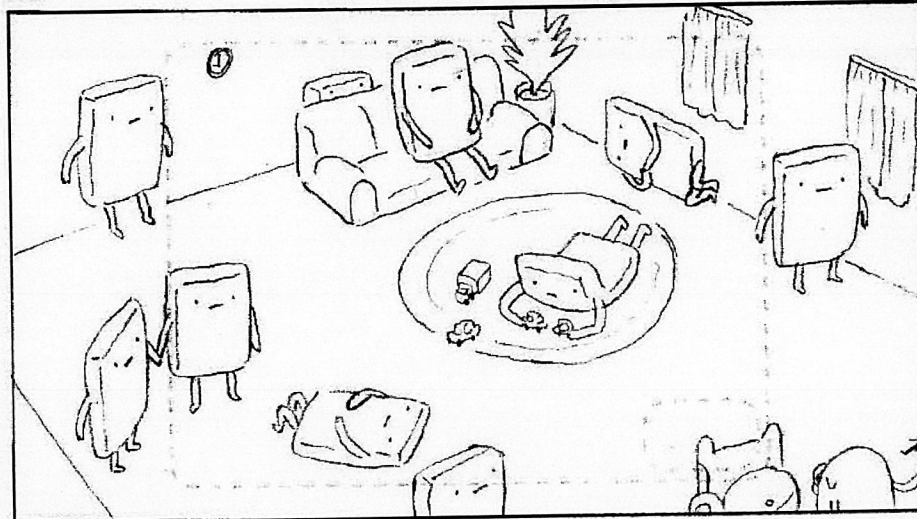
Page 36

Sc. 28

Pnl. B

Bg.

day night

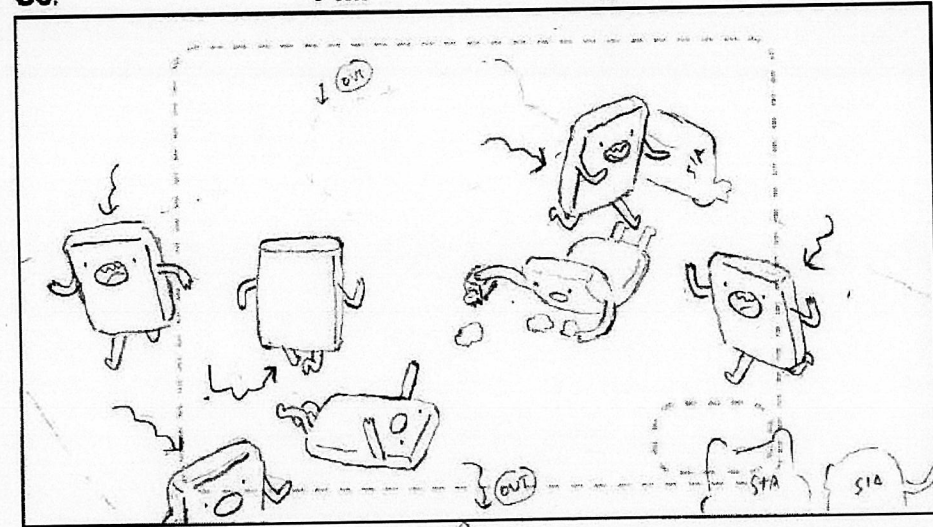


Sc. 28

Pnl. C

Bg.

day night



Dialog:

SFX: \* CLICK \*

Action:

- LIGHTS TURN ON

Timing:

CJS: - (MACHINE NOISES)

- MAYDAY! MAYDAY! -NON- JAMES DETECTED  
- IT'S AN INVASION!

- JAMES ES SCATTER  
LIKE COCKROACHES



EPISODE # 1025-164

Production :



ADVENTURE TIME



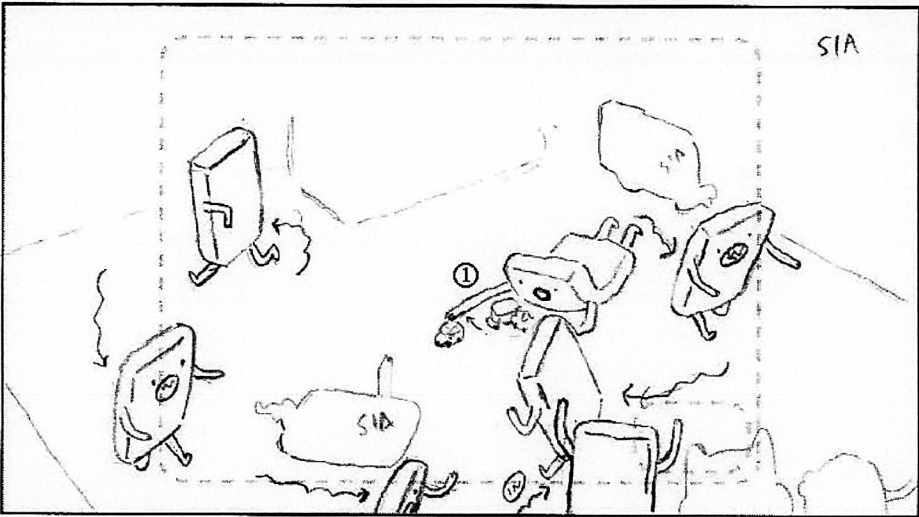
© 2011. This material is the property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio, duplicated or used in any manner, except for production purposes, and may not be sold or transferred.

Sc. 28

Pnl. D

Bg.

day night

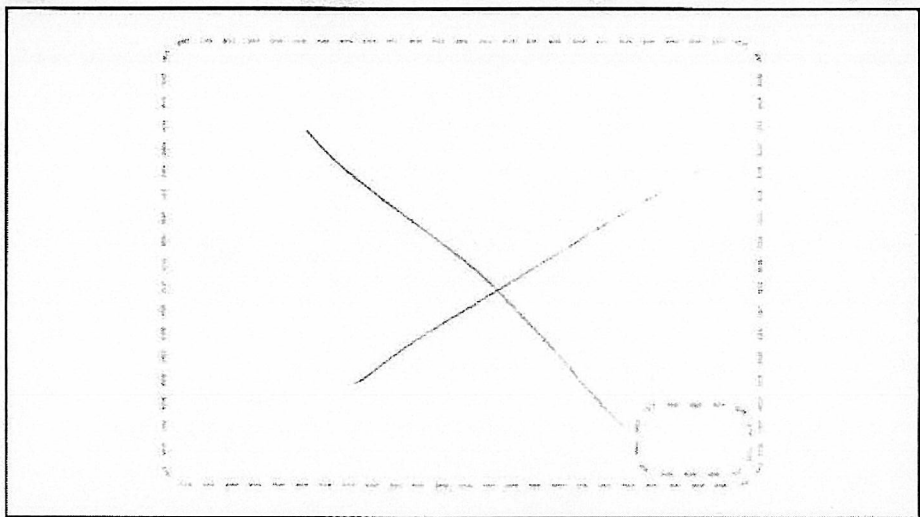


Sc.

Pnl.

Bg.

day night



Dialog:

CJS : (cont.)

Action:



Timing:

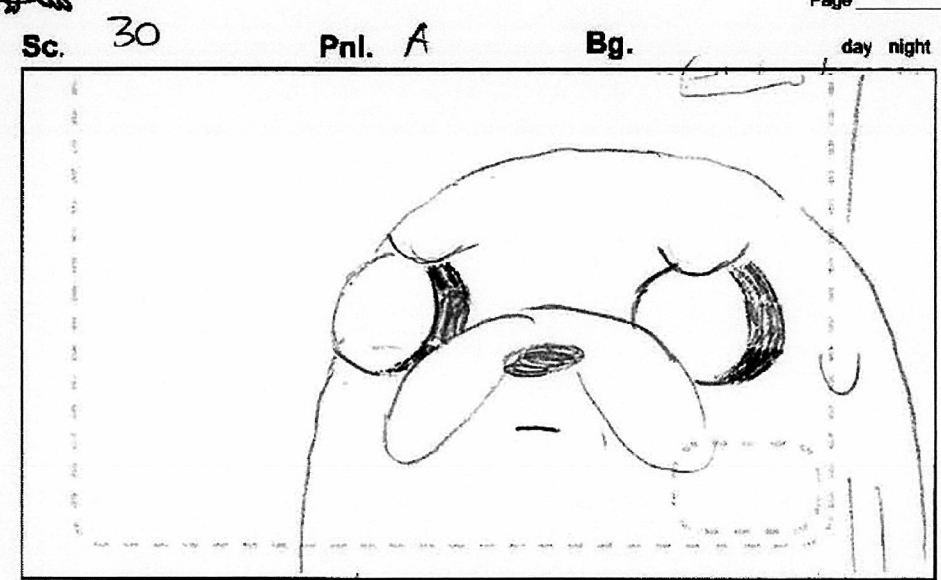
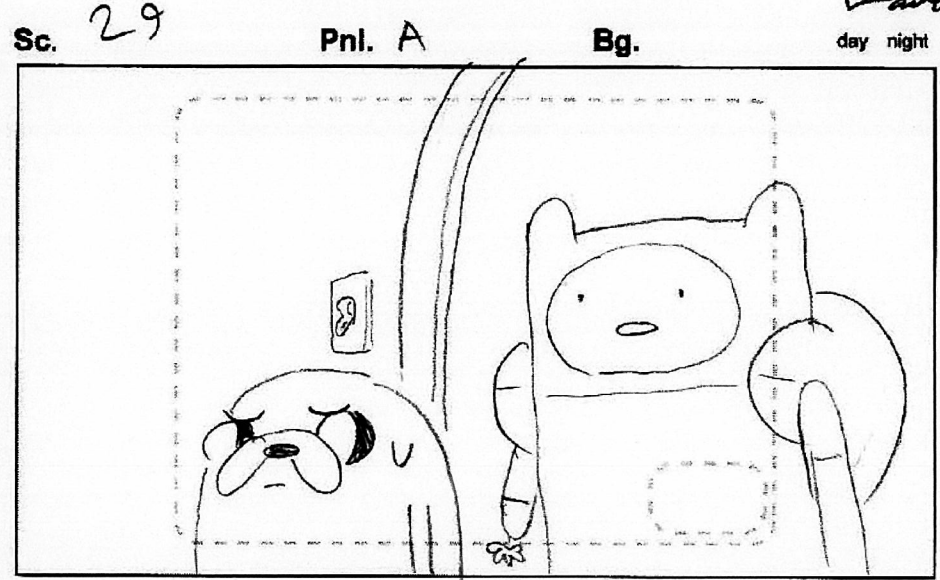
EPISODE # 1025-164

Production :

ADVENTURE TIME



© 2011. This material is the property of The Cartoon Network, Inc. It is unpublished and must not be used in any manner except for production purposes, and may not be sold or transferred.



Dialog:	F= IS THIS... JAMES HEAVEN?
Action:	
Timing:	

EPISODE # 1025-164  
Production :

# ADVENTURE TIME



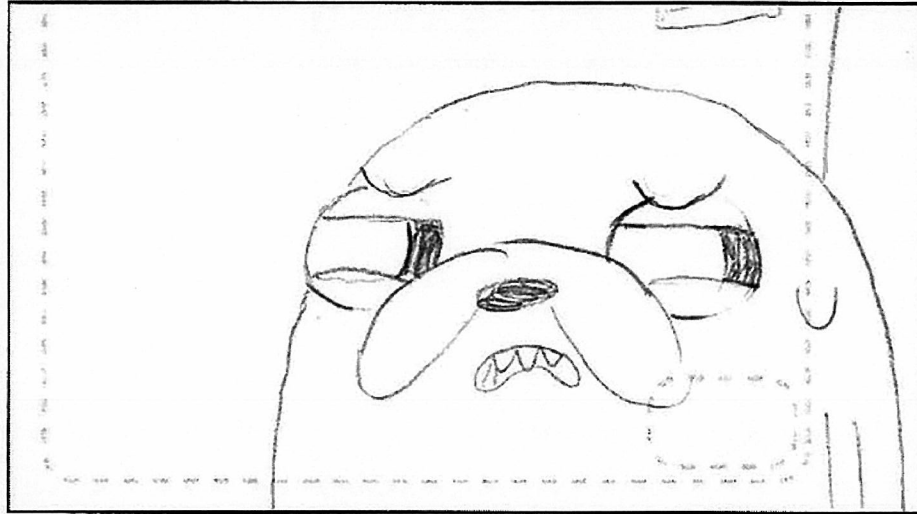
Page 39

Sc. 30

Pnl. B

Bg.

day night

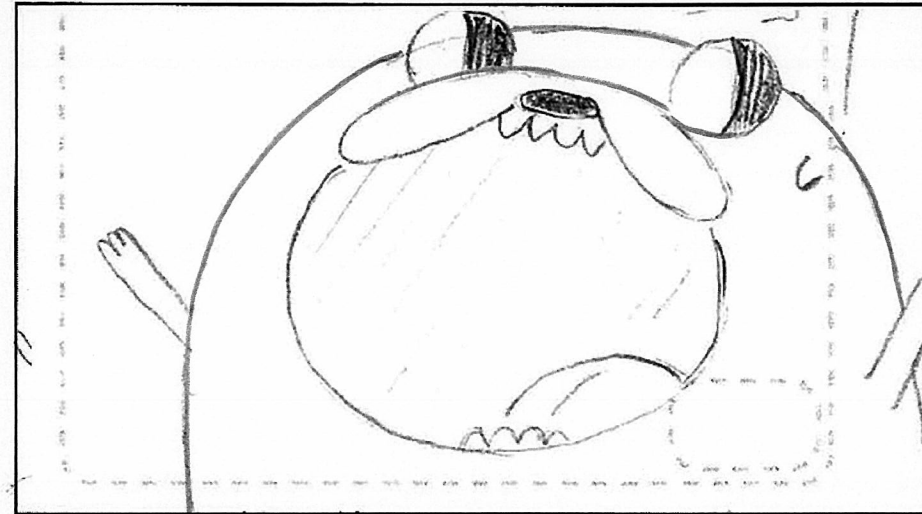


Sc. 30

Pnl. C

Bg.

day night



Dialog:

I : GRRR...

I : JAMESSES!

Action:

Timing:

EPISODE # 1025-164

Production :

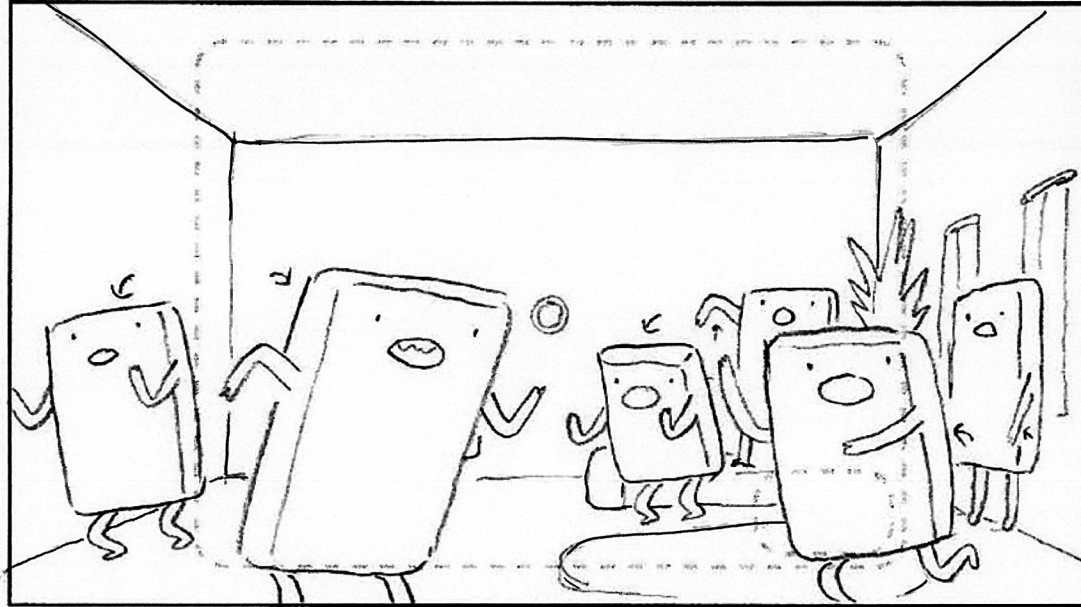


# ADVENTURE TIME

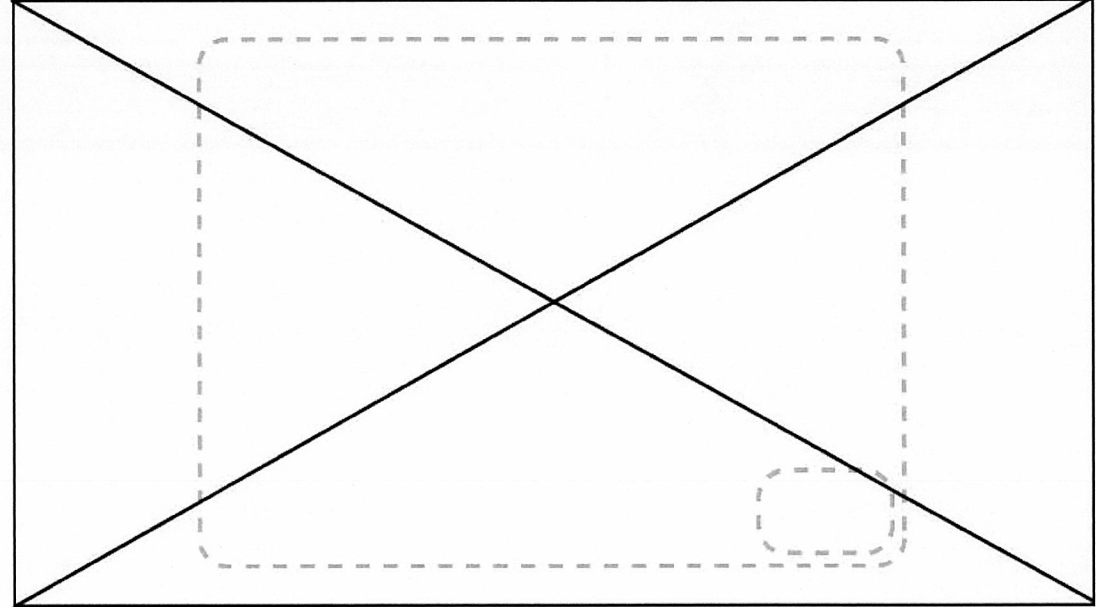


Page 39A

Sc. 31 Pnl. A Bg. day night



Sc. Pnl. Bg. day night



Dialog:

Action:

- JAMESES FREEZE

Timing:

EPISODE # 1025-164

Production :

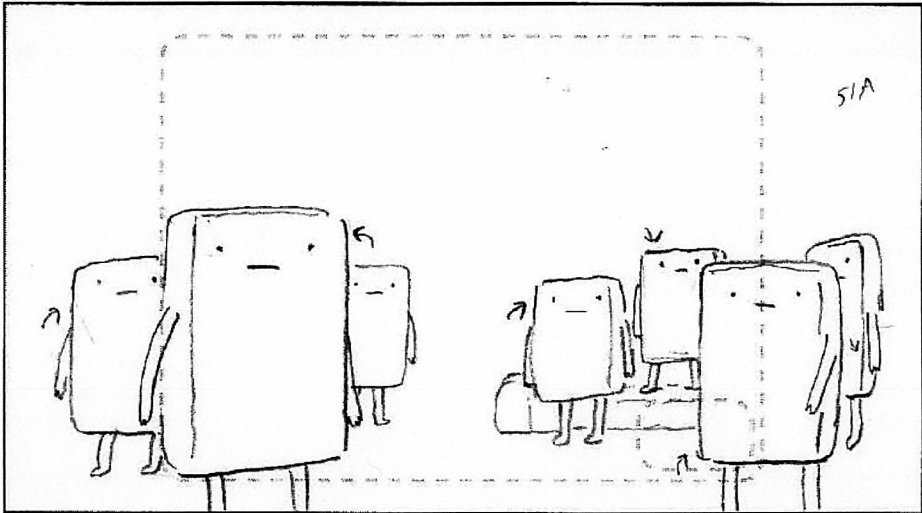
ADVENTURE TIME



Page 40

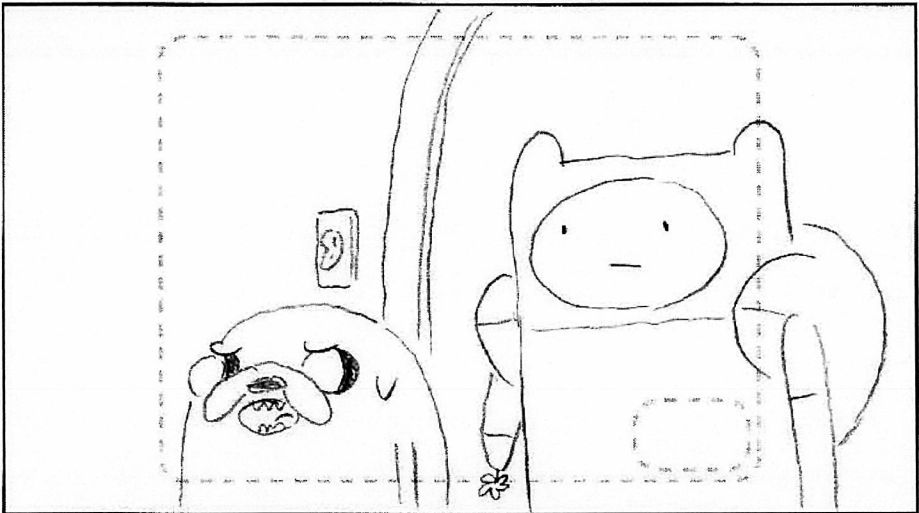
Sc. 31 Pnl. B Bg.

day night



Sc. 32 Pnl. A Bg.

day night



Dialog:

I = ALRIGHT, WHO'S IN CHARGE HERE.

Action:

- JAMES STRAIGHTEN UP

Timing:

EPISODE# 1025-164

Production :

# ADVENTURE TIME

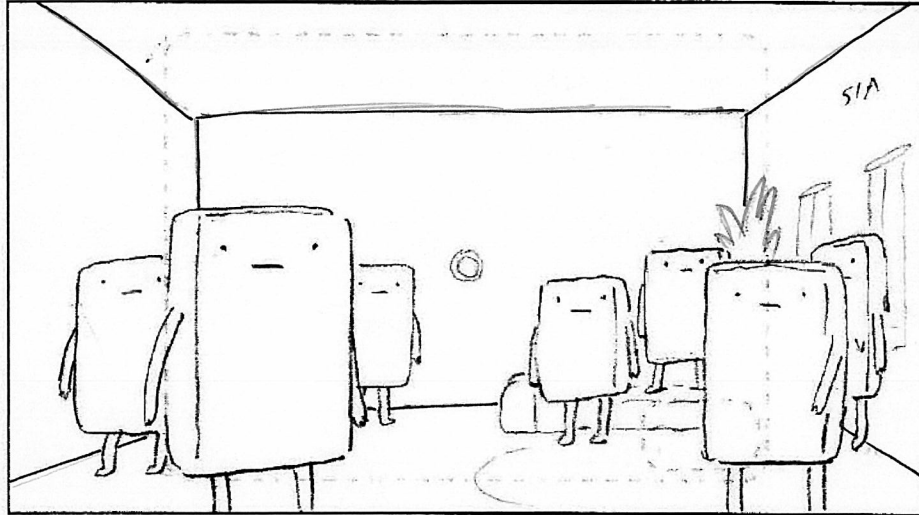


Sc. 33

Pnl. A

Bg.

day night

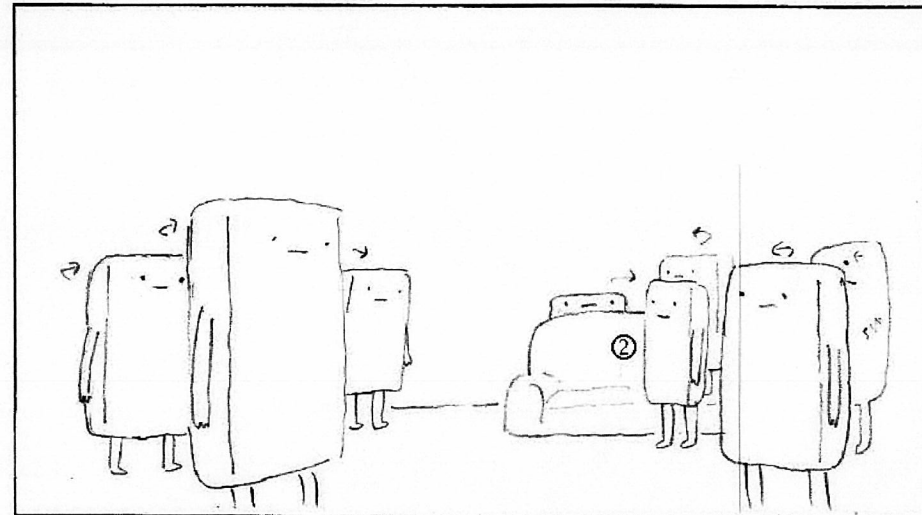


Sc. 33

Pnl. B

Bg.

Page 41  
day night



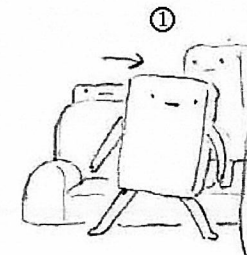
Dialog:

S.P.

Action:

- JAMESSES TURN TOWARD COUCH  
- THE JAMES IN FRONT OF THE COUCH  
STEPS ASIDE, REVEALING A JAMES  
BEHIND COUCH

Timing:



EPISODE # 1025-164

Production :

ADVENTURE TIME



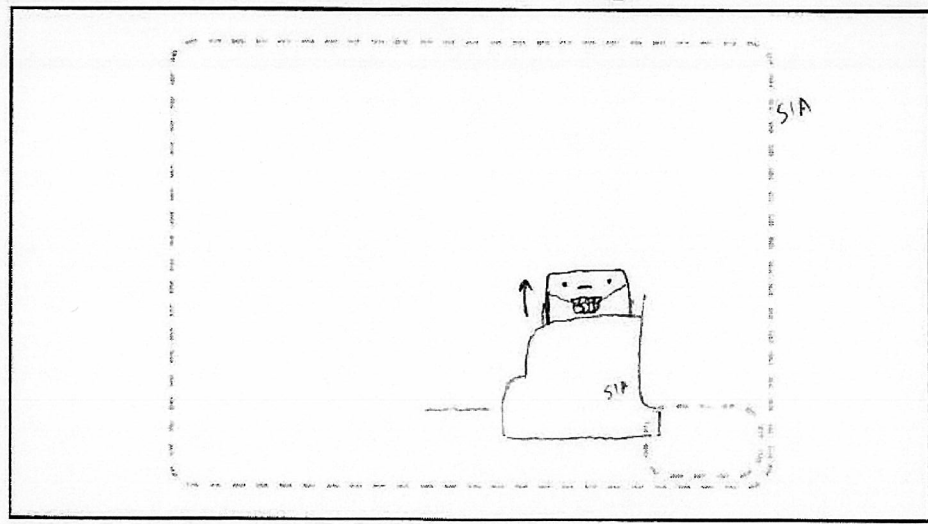
© 2011 This material is the property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio. Adaptation or use in any manner, except for production purposes, and may not be sold or transferred.

Sc. 33

Pnl. C

Bg.

day night



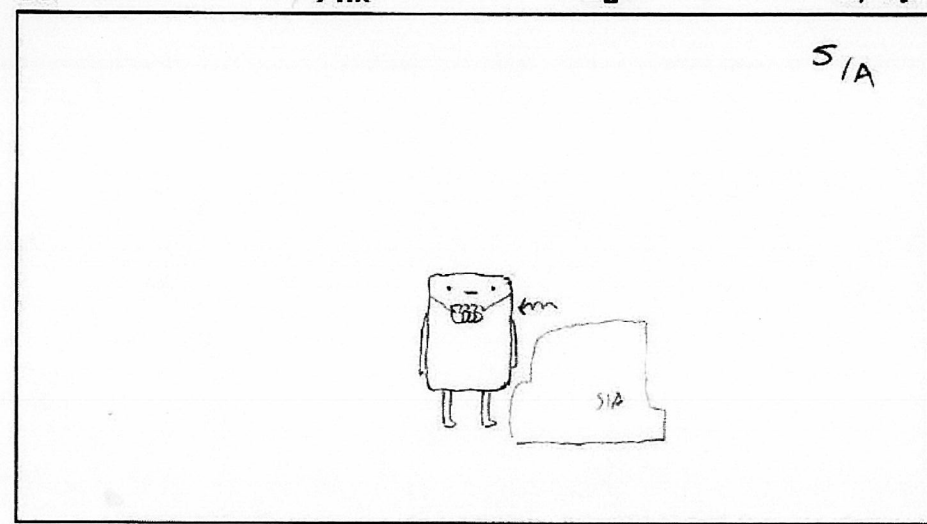
Sc. 33

Pnl. D

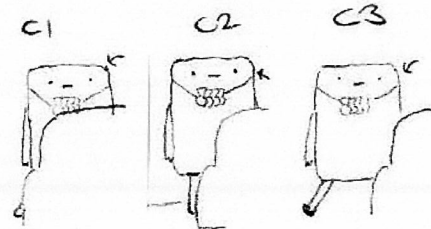
Bg.

Page 42

day night



Dialog:	
Action:	- JAMES STANDS, STEPS SIDEWAYS INTO VIEW.
Timing:	



EPISODE # 1025-164

Production :



# ADVENTURE TIME



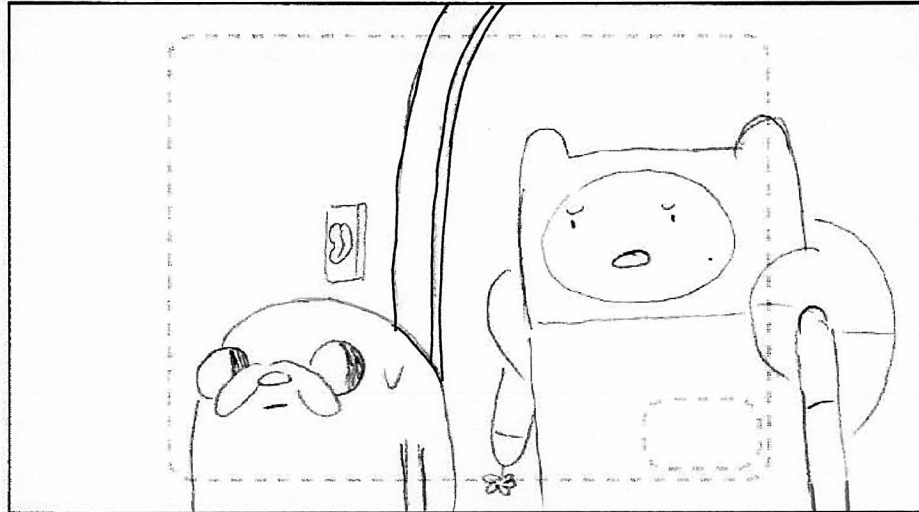
Page 43

Sc. 34

Pnl. A

Bg.

day night



Dialog:

E: JAMES?

Action:

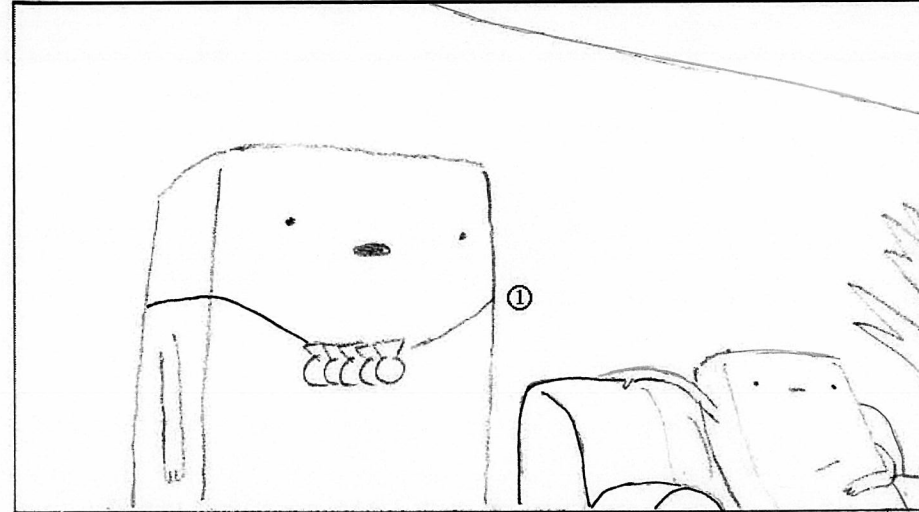
Timing:

Sc. 35

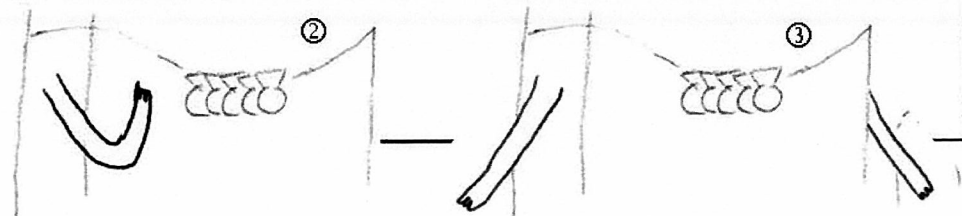
Pnl. A

Bg.

day night



J2: UM, I'M JAMES NUMBER TWO. ORIGINAL JAMES GOT ALL GOOPY IN THE DESERT...



1025-164

# EPISODE

Production :

ADVENTURE TIME



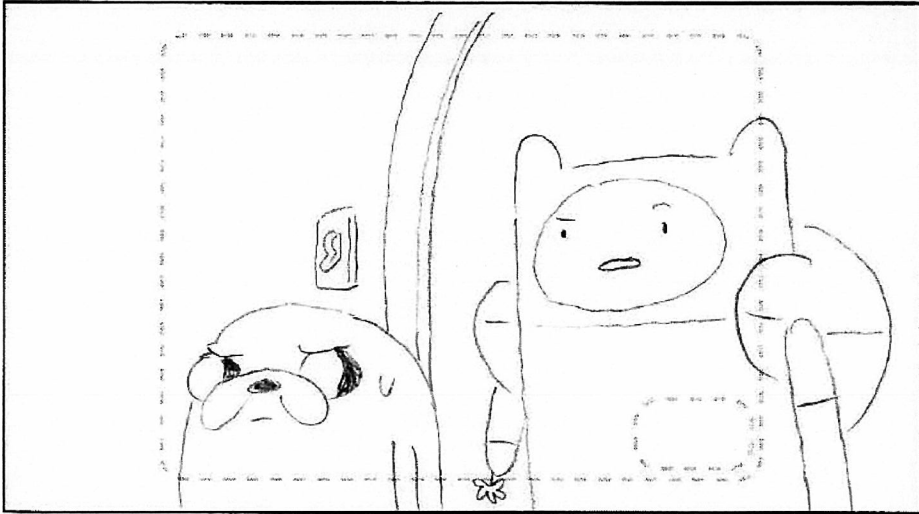
© 2011 This material is the property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio, duplicated or used in any manner except for production purposes, and may not be sold or transferred.

Sc. 36

Pnl. A

Bg.

day night

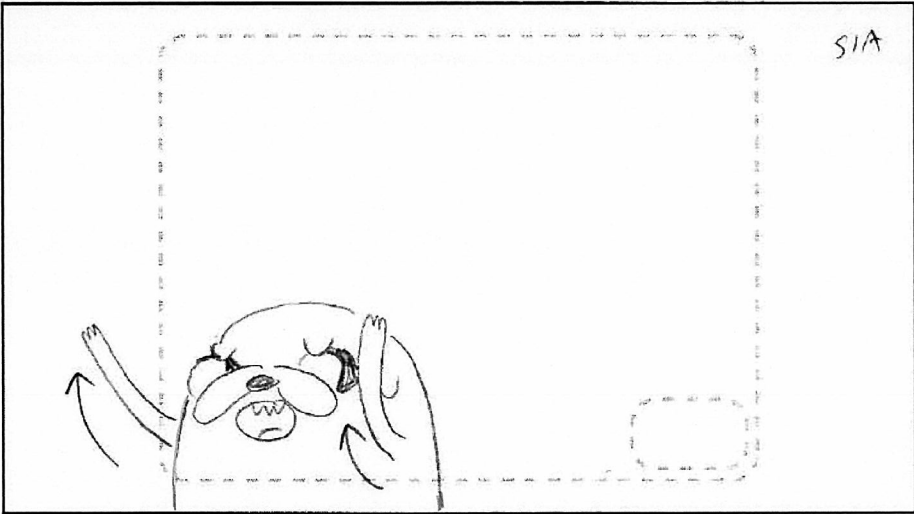


Sc. 36

Pnl. B

Bg.

day night



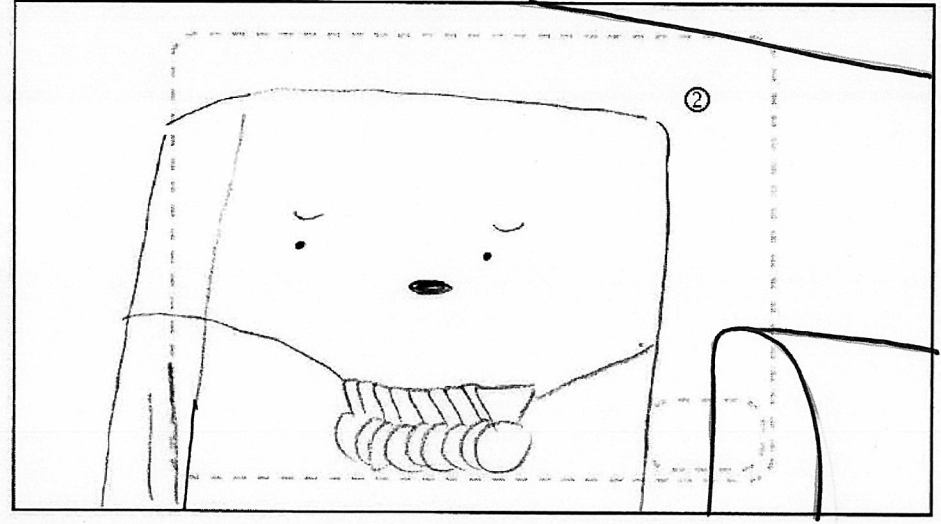
Dialog:	S.P. J: EXPLAIN THIS BIZ, JAMES II.
Action:	J. THROWS ARMS UP IN EXASPERATION.
Timing:	



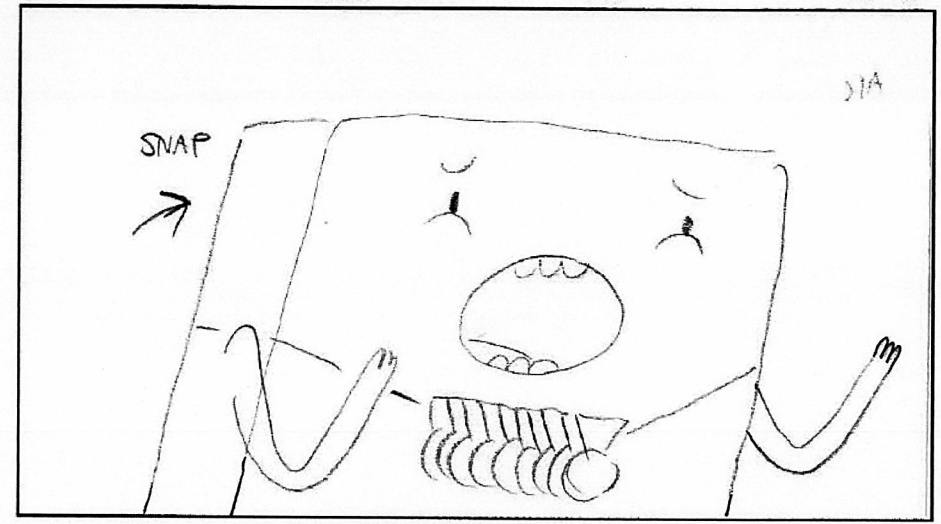
# ADVENTURE TIME



Sc. 37 Pnl. A Bg. day night

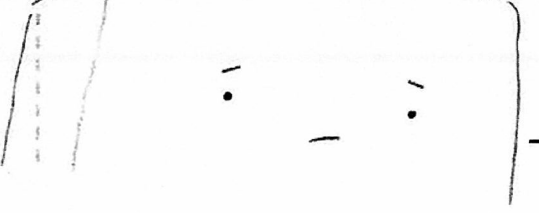


Sc. 37 Pnl. B Bg. day night



Dialog: JJ: well... JJ: I WAS LONELY!

Action: - JAMES LOOKS AWAY SHEEPISHLY.

Timing: 

© 2008 This material is the property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio, duplicated or used in any manner except for production purposes, and may not be sold or transferred.

EPISODE #

Production :

1025-164

# ADVENTURE TIME



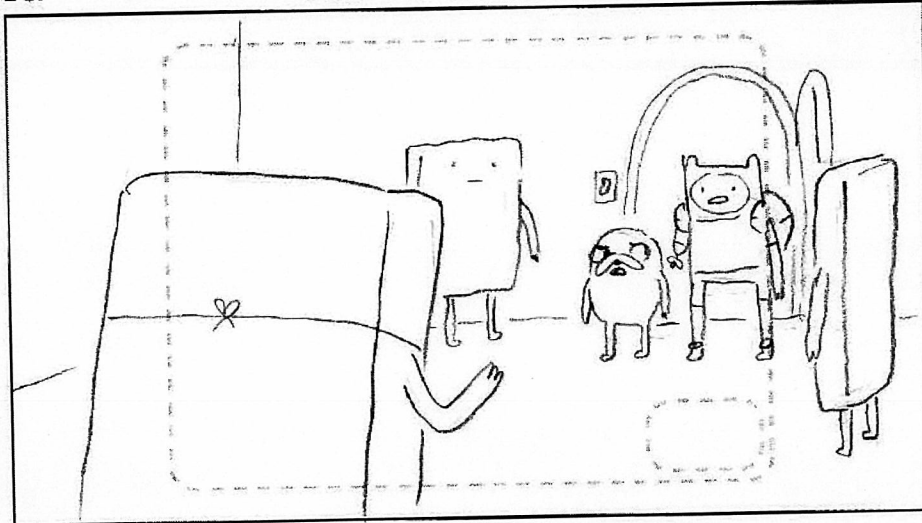
Page 40

Sc. 38

Pnl. A

Bg.

day night

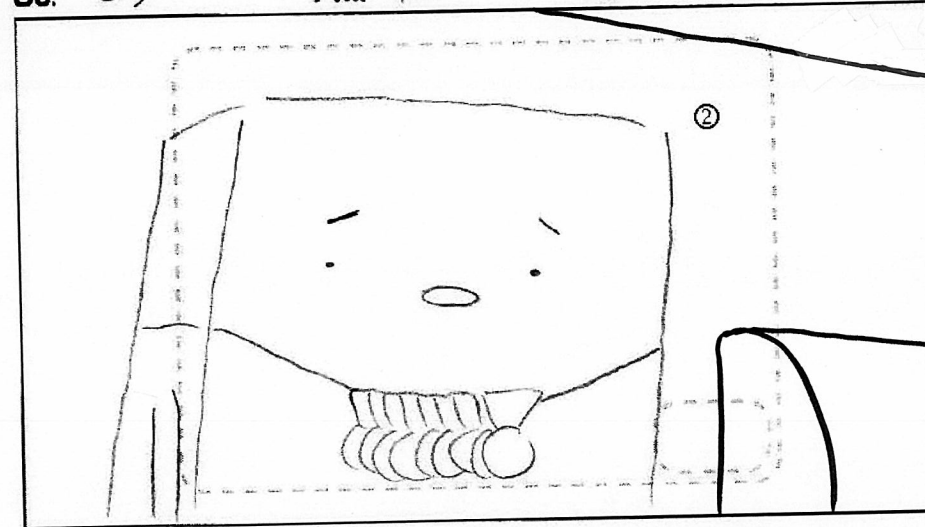


Sc. 39

Pnl. A

Bg.

day night



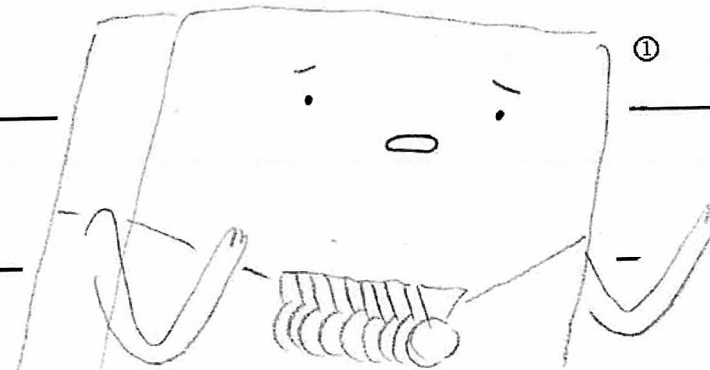
Dialog:

J2: I KNEW PRINCESS BUBS WOULD  
MAKE A NEW JAMES IF...

J2/ You know, if James died a hero...

Action:

Timing:



EPISODE #

1025-164

Production :

© 2011 This material is the property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio, duplicated or used in any manner, except for production purposes, and may not be sold or transferred.

# ADVENTURE TIME

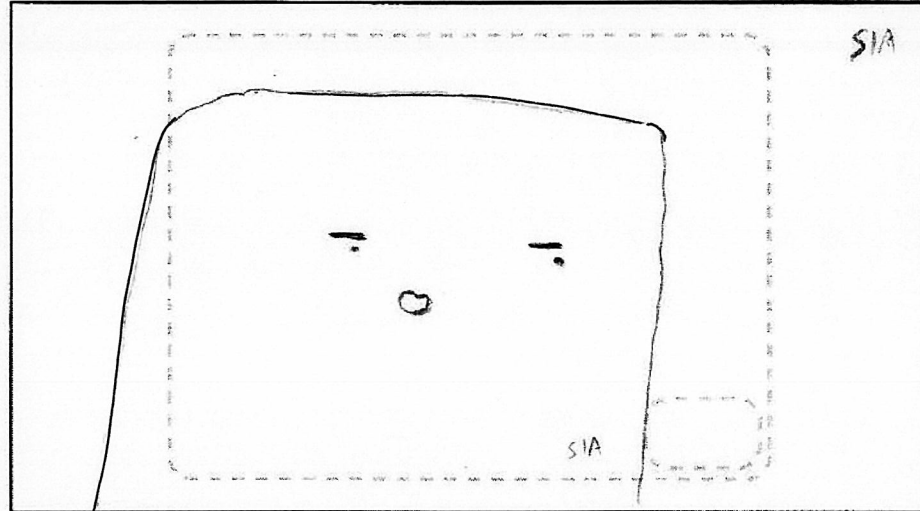


Sc. 39

Pnl. B

Bg.

day night

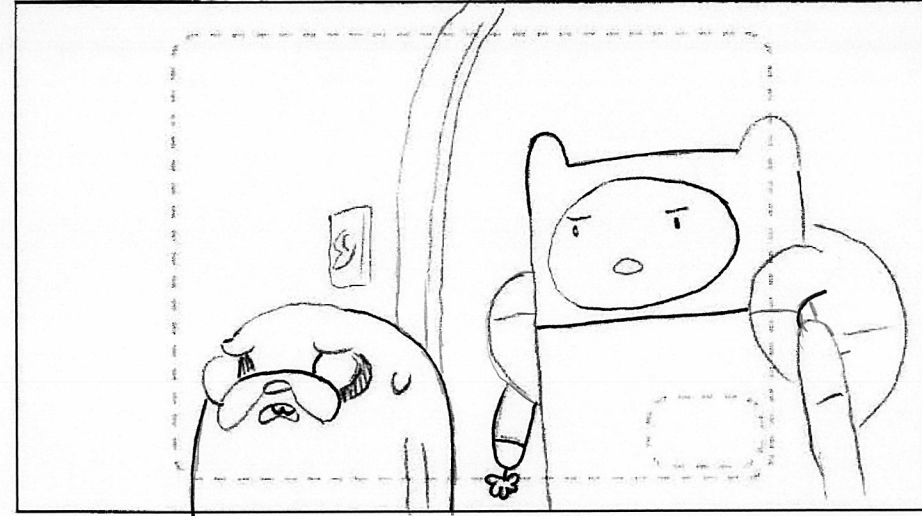


Sc. 40

Pnl. A

Bg.

day night



Dialog:

J2: SO...

E: YOU...

Action:

- J. LOOKS MISCHIEVOUS

Timing:

EPISODE #

1025-164

Production :

# ADVENTURE TIME



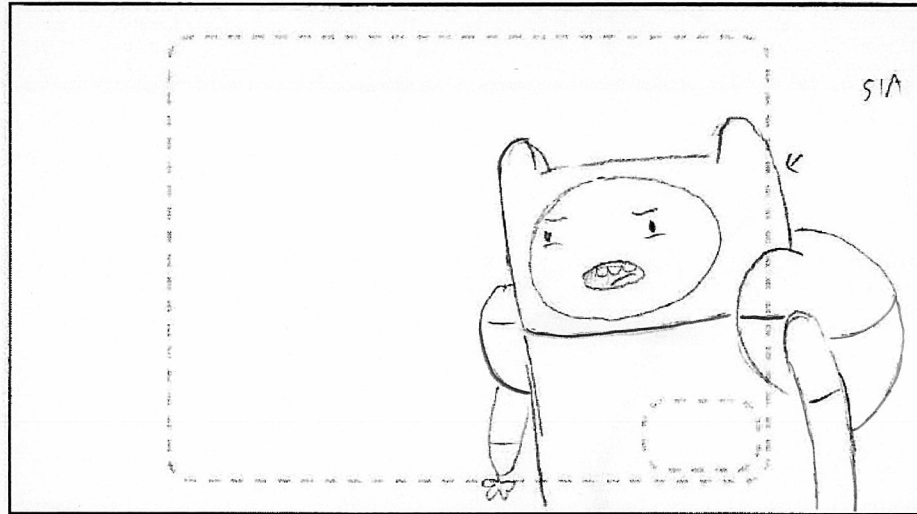
Page 48

Sc. 40

Pnl. B

Bg.

day night

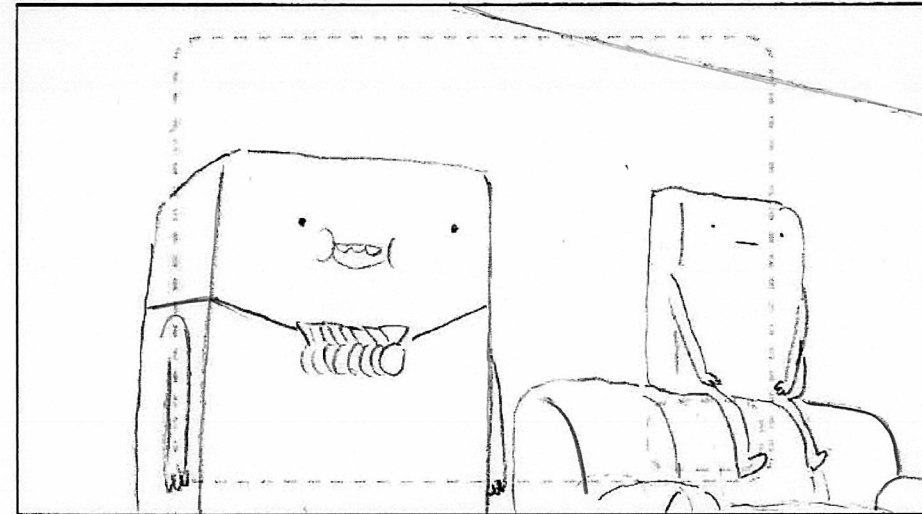


Sc. 41

Pnl. A

Bg.

day night



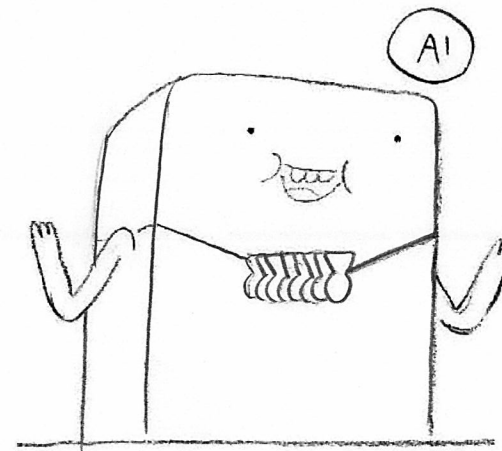
Dialog:

F: FAKED YOUR OWN DEATH?

JJ: YEAH, HEH, (AI) I JUST WANTED A FRIEND!

Action:

Timing:



EPISODE #

1025-164



ADVENTURE TIME



© 2011 This material is the property of The Cartoon Network, Inc. It is unpublished and cannot be taken from the studio, duplicated or used in any manner, except for production purposes, and may not be sold or transferred.

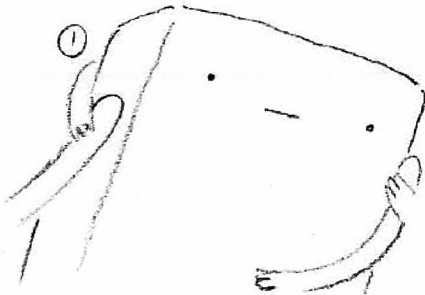
Sc. 41 Pnl. B Bg. day night SIA

Sc. 41 Pnl. C Bg. day night SIA

Dialog: J2: SOMEONE WHO GETS ME.

Action: - J. REACHES OFF/S. -J. PULLS ANOTHER JAMES ON/S.

Timing:



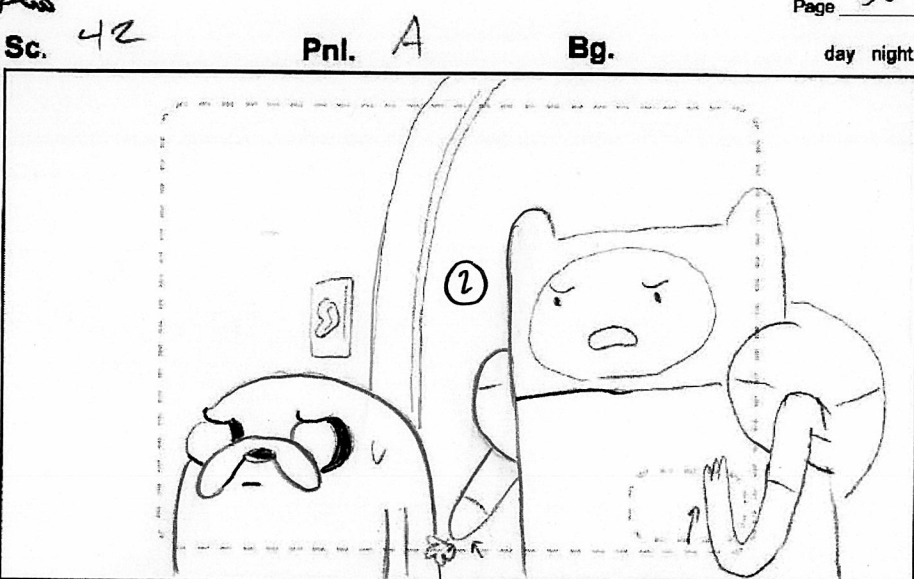
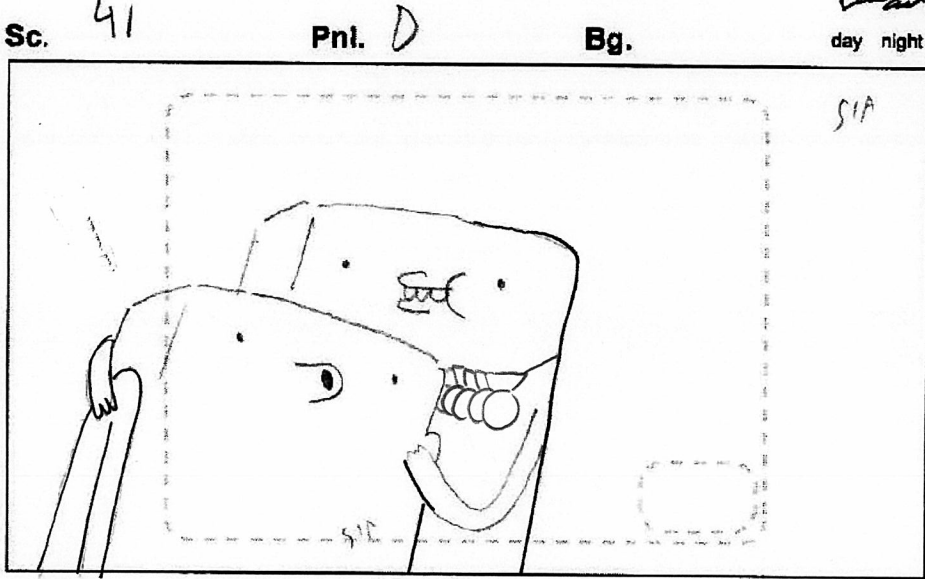
EPISODE #

1025-164

ADVENTURE TIME



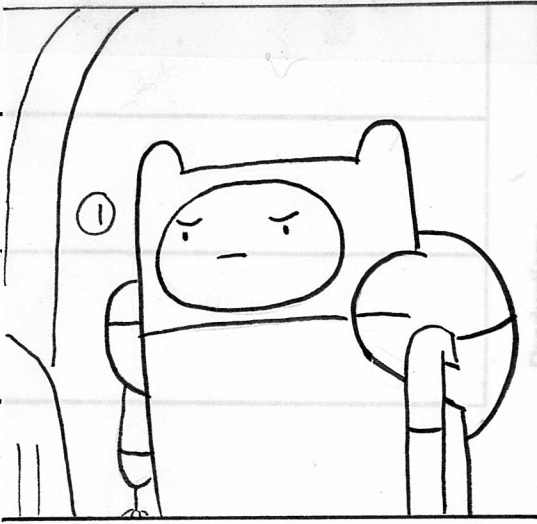
© 2011 This material is the property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio, duplicated or used in any manner, except for production purposes, and may not be sold or transferred.



Dialog: CJ : BEOOP BEOOP F : JAMES ...

Action:

Timing:



EPISODE #

1025-164

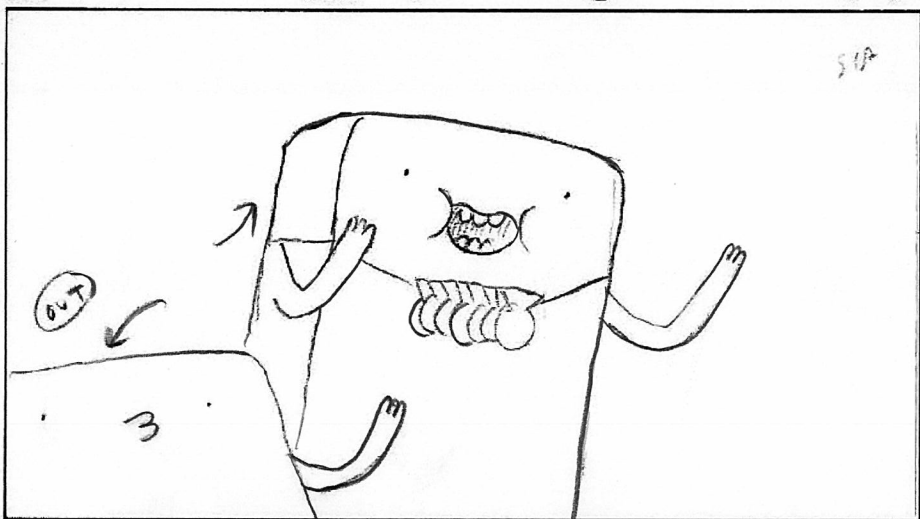
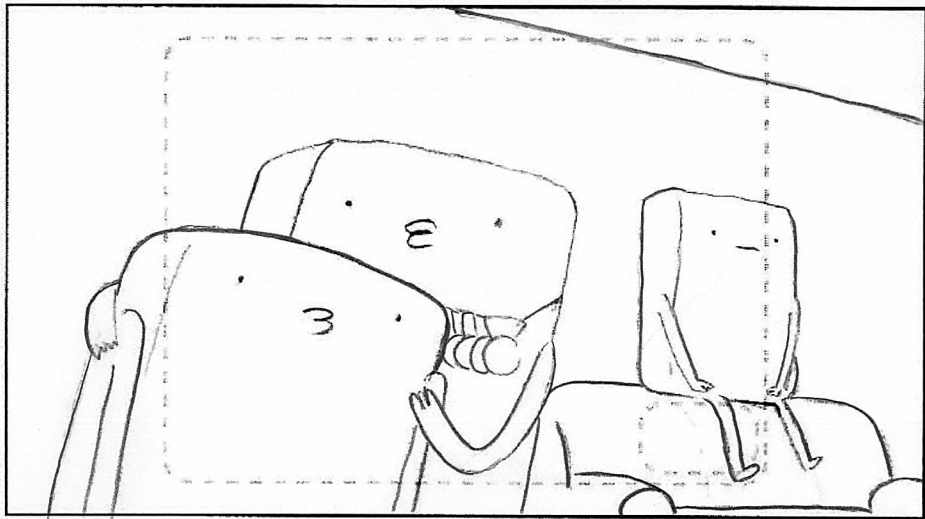


ADVENTURE TIME



© 2011. This material is the property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio, duplicated or used in any manner except for production purposes, and may not be sold or transferred.

Sc. 43 Pnl. A Bg. day night Sc. 43 Pnl. B Bg. day night Page 51



Dialog:	S.P.	J2 = PLUS!
Action:	-J DROPS CLONE JAMES AS HE COMES FORWARD.	
Timing:		

Production : EPISODE #

1025-164

© 2004 This material is the property of The Cartoon Network, Inc. It is unpublished and must not be taken from this studio, duplicated or used in any manner, except for production purposes, and may not be sold or transferred.

ADVENTURE TIME

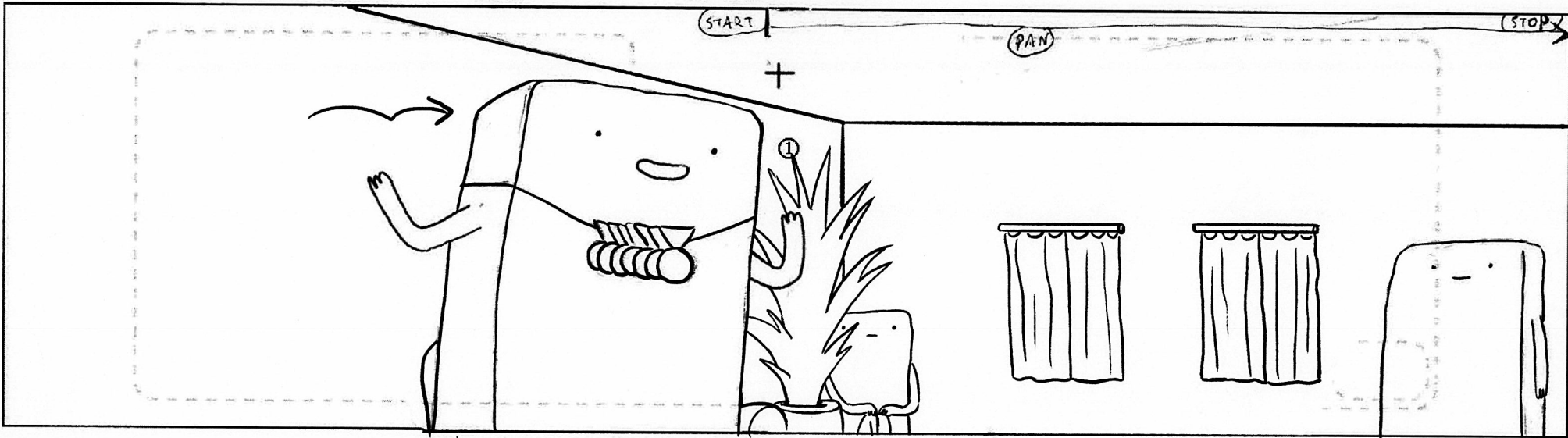


Sc. 43

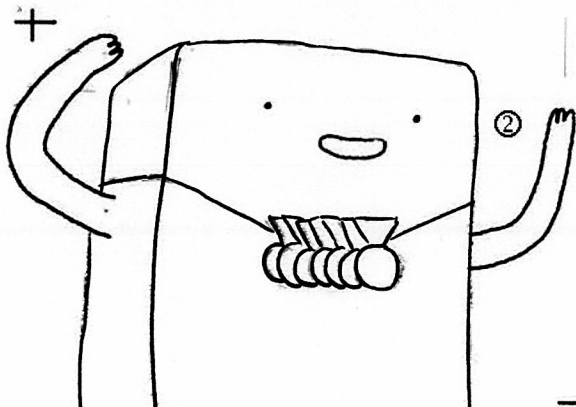
Pril. C

Bq.

day night



Dialog:	J2: EACH TIME I GET KER-PLONKED,
Action:	- ADJ W/ J2
Timing:	



-J. HOLDS UP MEDAL

EPISODE #

Production :

1025-164

# ADVENTURE TIME



Page 53

Sc. 43

Pnl. D

Bg.

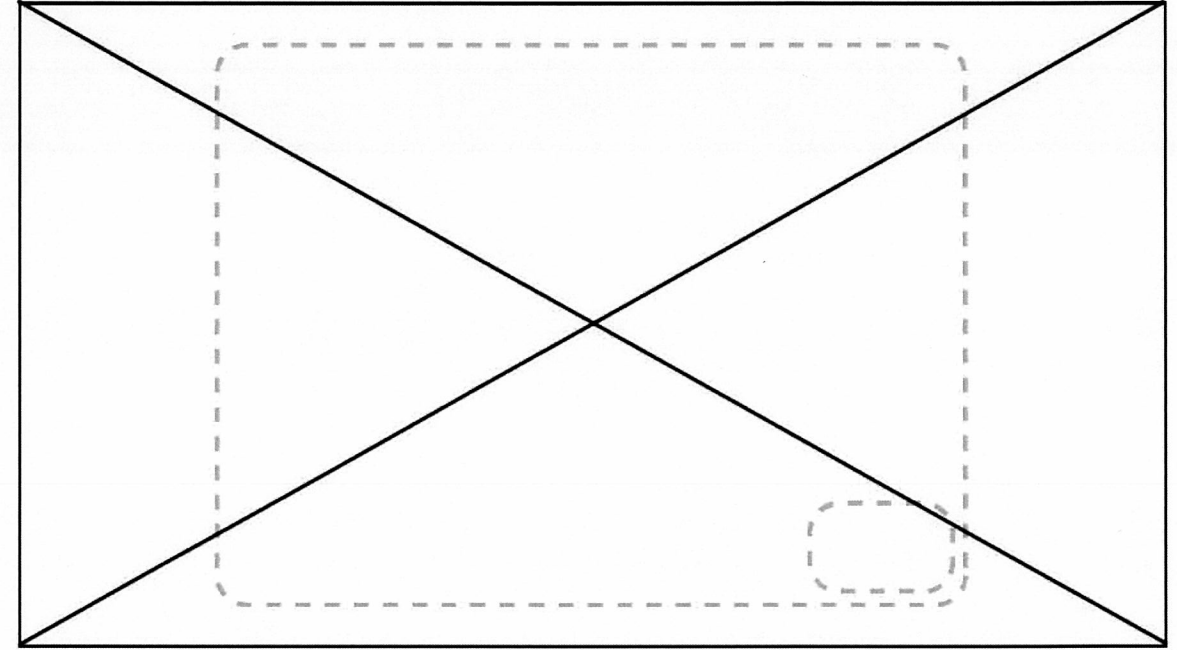
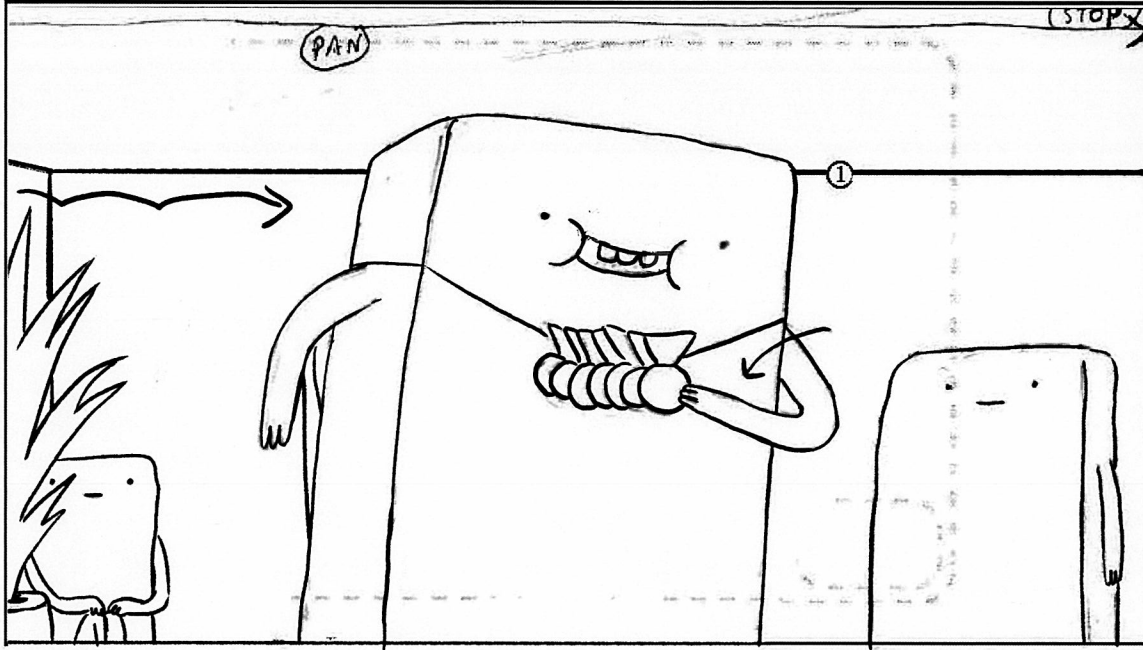
day night

Sc.

Pnl.

Bg.

day night

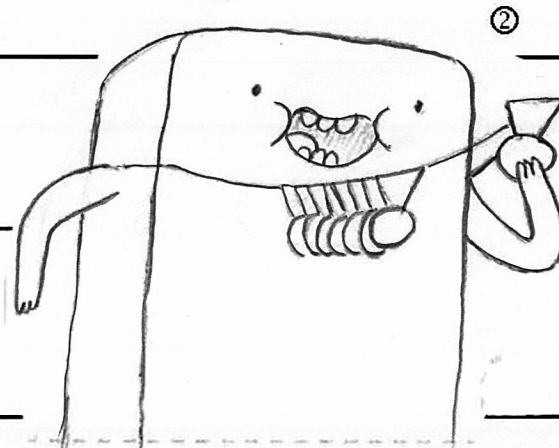


Dialog:

J2/ I get another shiny medal.

Action:

Timing:



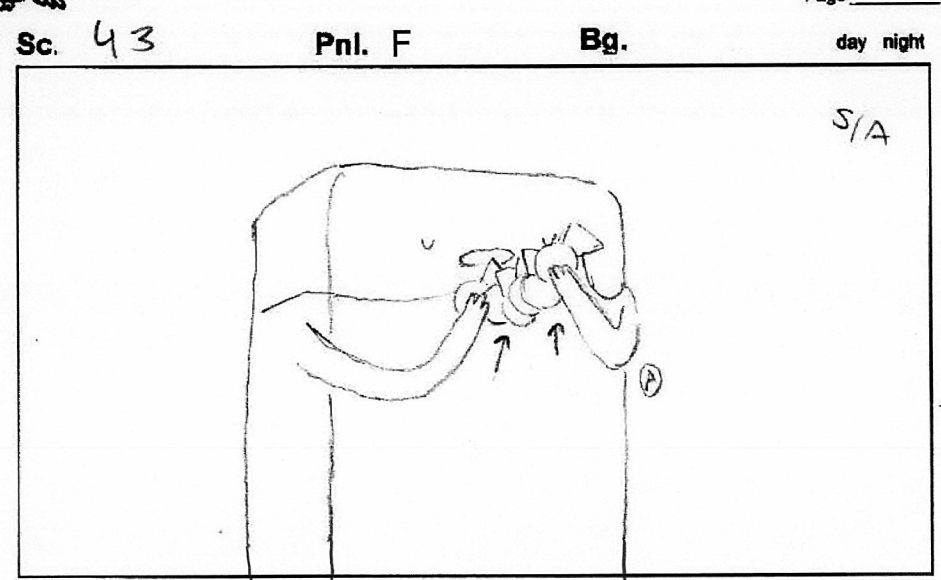
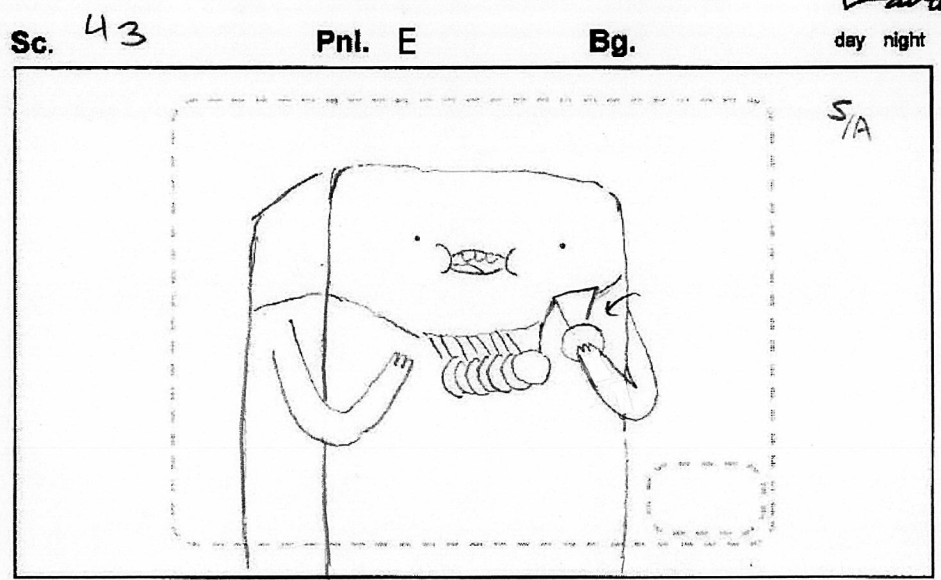
EPISODE # 1025-164

Production :

ADVENTURE TIME



© 2011 This material is the property of The Cartoon Network, Inc. It is unpublished and must not be shown from the studio, duplicated or used in any manner, except for production purposes, and may not be sold or transferred.



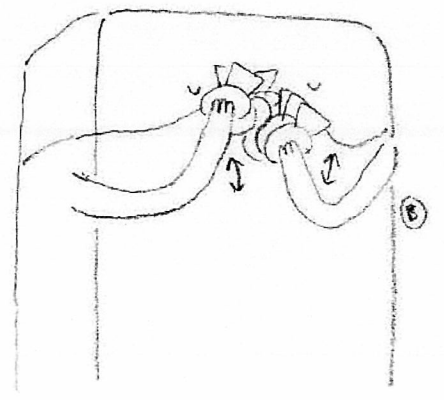
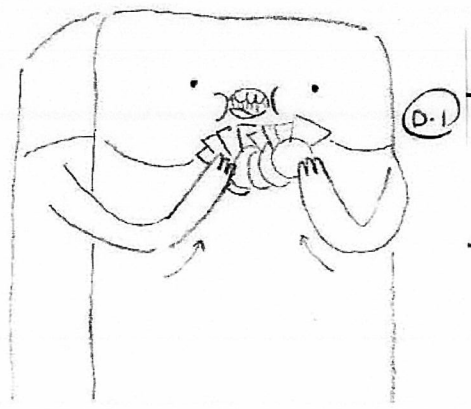
Dialog: J2: AND WHY HAVE TWO MEDALS WHEN YOU CAN HAVE ALL THE MEDALS? (D1)

Action:

Timing:

J2: MEDALS ... MEDALS ...

- J2 RUBS MEDALS ON HIS FACE (A)(B)(A)(B)



EPISODE #

1025-164



# ADVENTURE TIME



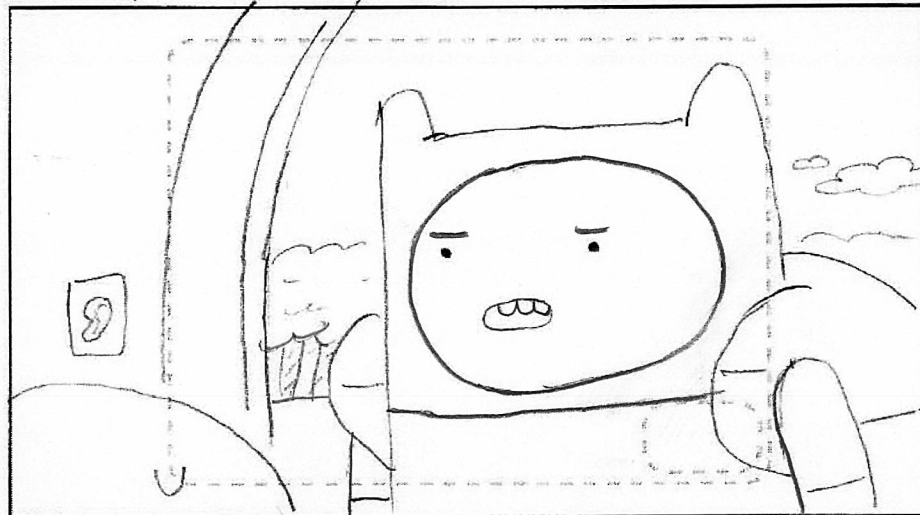
Page 54

Sc. 44

Pnl. A

Bg.

day night

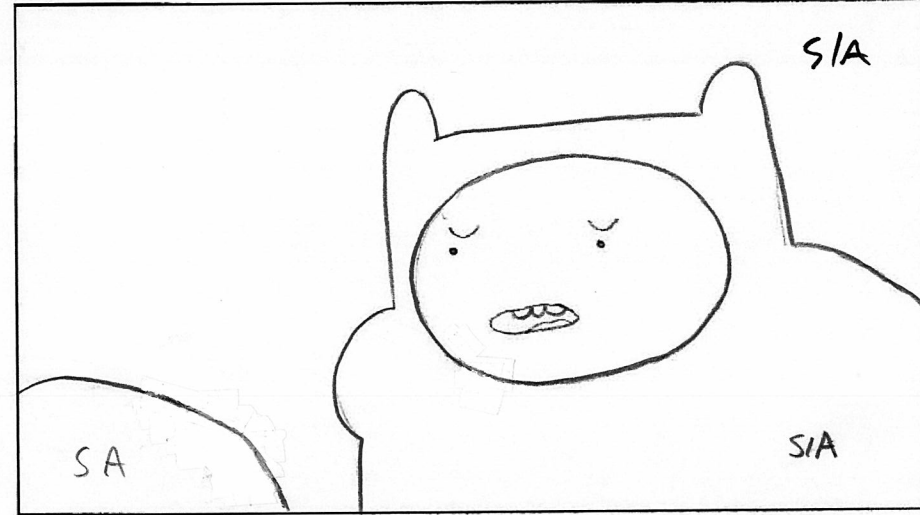


Sc. 44

Pnl. B

Bg.

day night



Dialog: JJ (off/s) MEDALS ... MEDALS

F: Dude, I've been to your funeral, like, 25 times

Action:

Timing:

EPISODE #

Production :

1025-164

ADVENTURE TIME



© 2008 This material is the property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio, duplicated or used in any manner, except for production purposes, and may not be sold or transferred.

Sc. 45 Pnl. A Bg. day night

Sc. 45 Pnl. B Bg. day night

Page 55

Dialog: (PLAYING INNOCENT)  
J2: WHAAAAT

Action: s.p.

Timing:

J2: THE MEDALS MAKE ME HAPPY.

EPISODE #

Production :

1025-164



© 2001 This material is the property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio, duplicated or used in any manner, except for production purposes, and may not be sold or transferred.

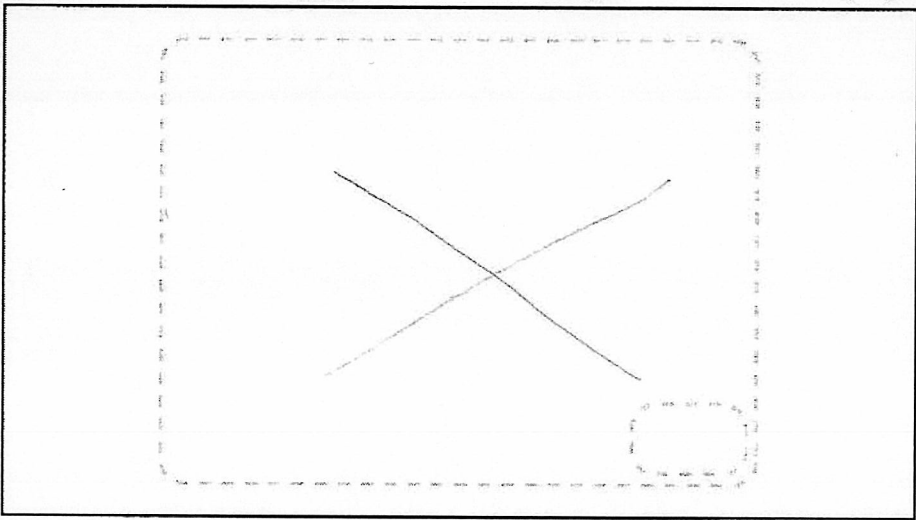
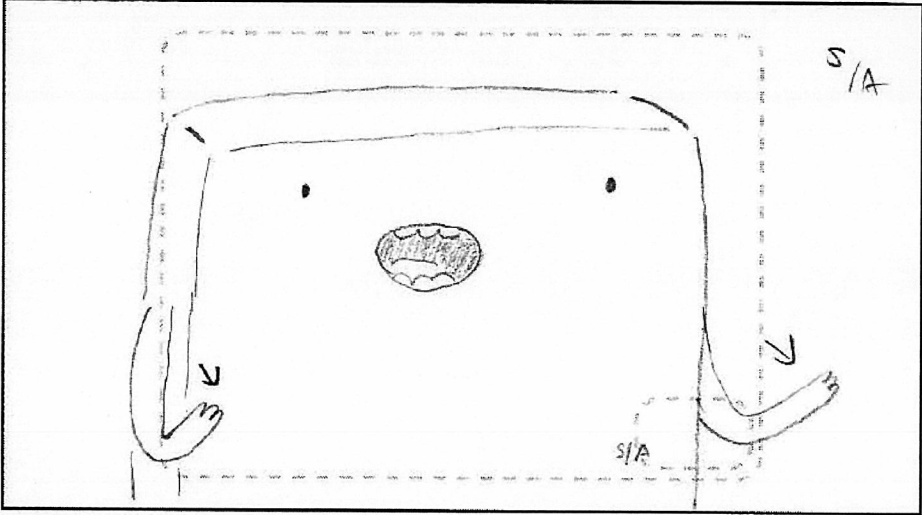
ADVENTURE TIME



Next page is 58

Page 50

Sc. 45 Pnl. C Bg. day night Sc. Pnl. Bg. day night



Dialog:	J2: PLUS-PLUS, IT'S A CONSTANT PARTY HERE IN...
Action:	
Timing:	

EPISODE #

Production :

1025-164

ADVENTURE TIME



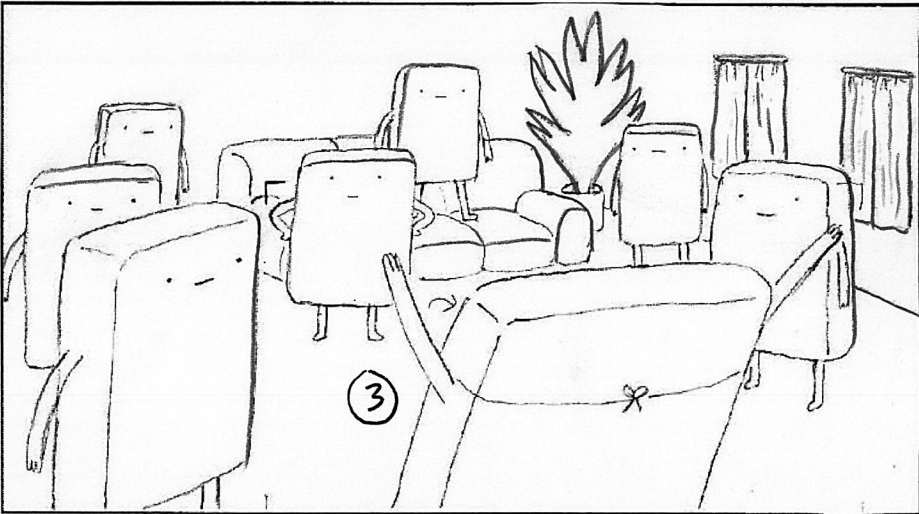
with this. It is unpublished and must not be taken from this studio, duplicated or used in any manner except for production purposes, and may not be sold or transferred.

Sc. 45 A

Pnl. A

Bg.

day night



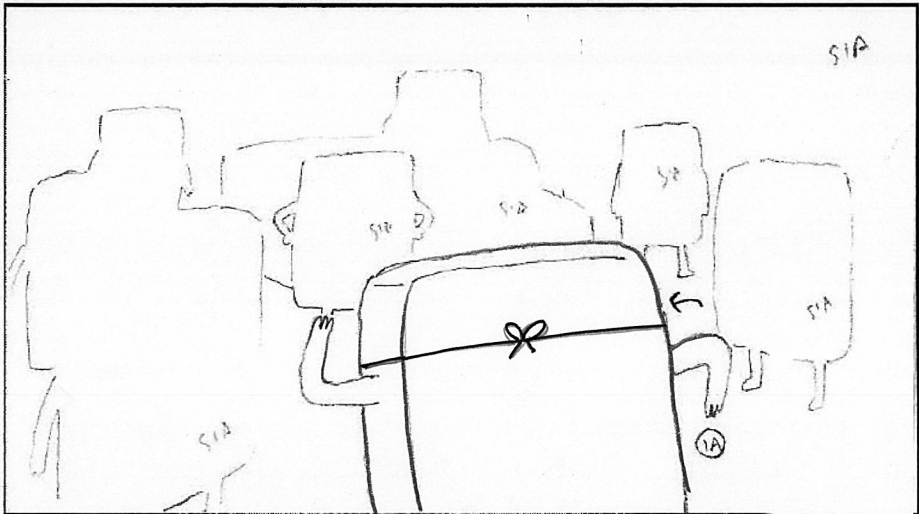
Sc.

45. A

Pnl. B

Bg.

day night



Page 58

Dialog:

J2 : JAMES TOWN ~ !

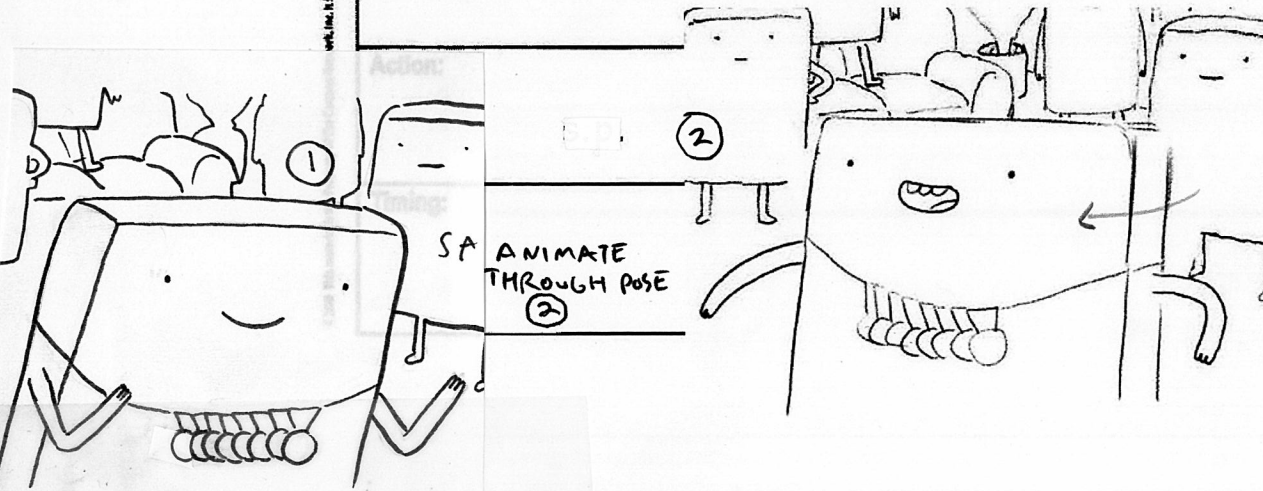
J2 : VRR T

-J2 STARTS DANCING

Action:

Timing:

SA ANIMATE THROUGH POSE



EPISODE #

Production :

1025-164

# ADVENTURE TIME



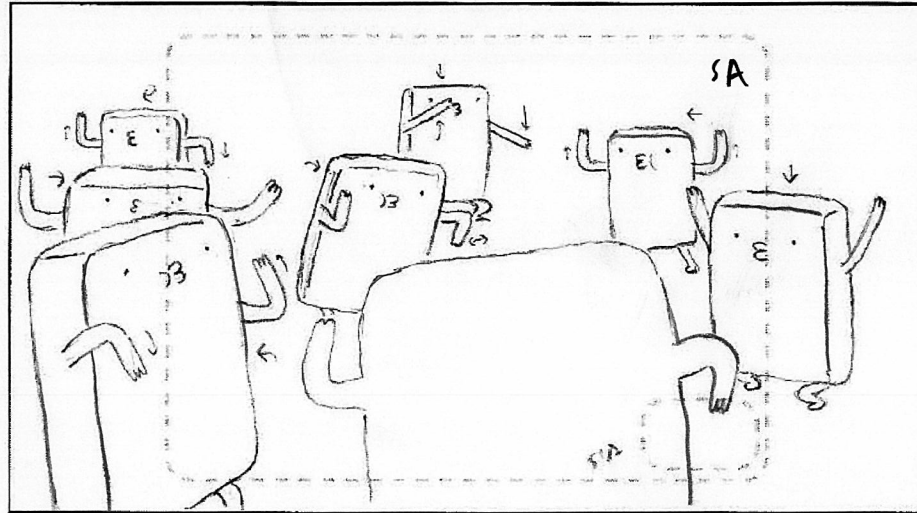
Page 59

Sc. 45A

Pnl. C

Bg.

day night

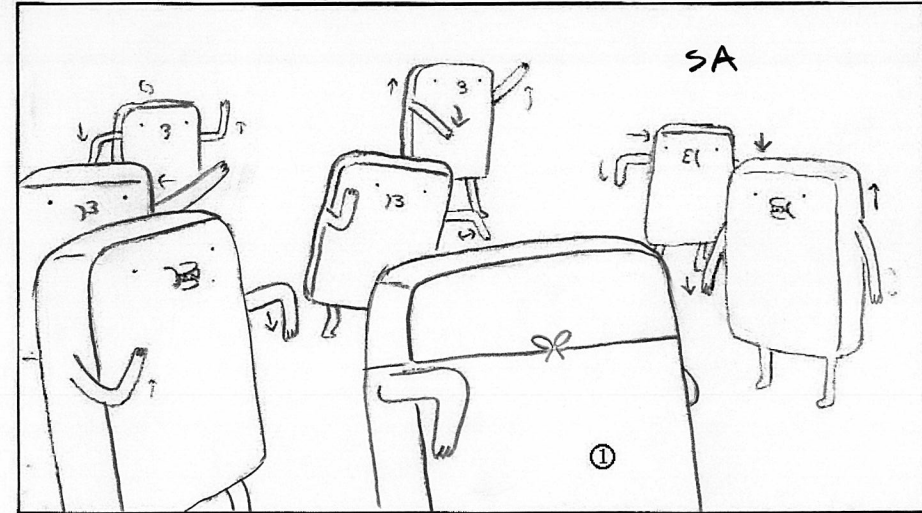


Sc. 45A

Pnl. D

Bg.

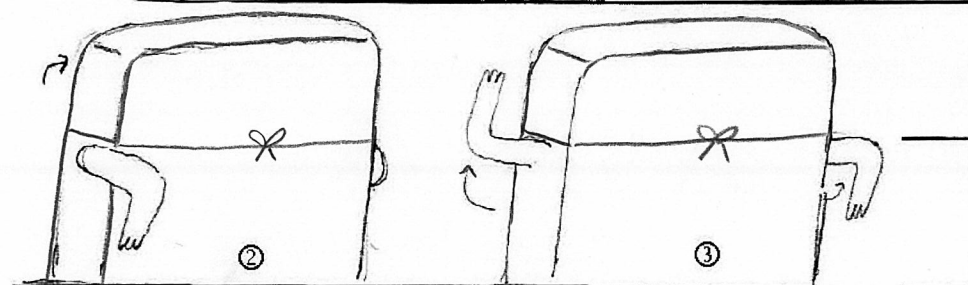
day night



Dialog: J2 : VRRT VRRT  
CJS : VRRT VRRT (VARIED MACHINE NOISES)

Action:  
 - CJS JOIN  
 IN DANCING

Timing:



EPISODE #

1025-164

Production :



# ADVENTURE TIME

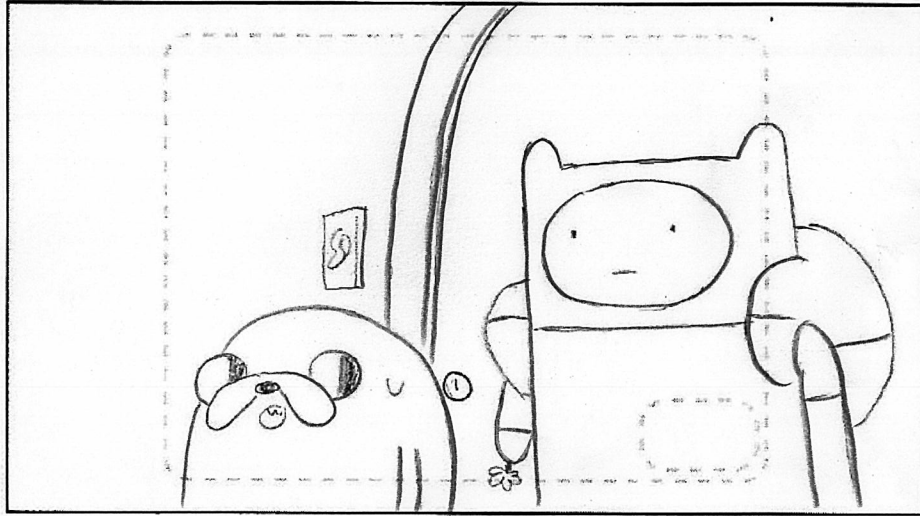


Sc. 46

Pnl. A

Bg.

day night

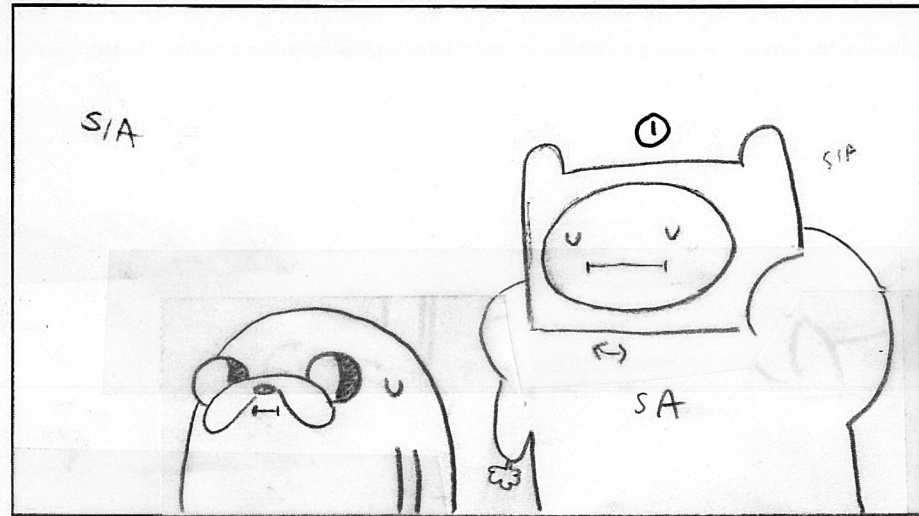


Sc. 46

Pnl. B

Bg.

Page 60  
day night



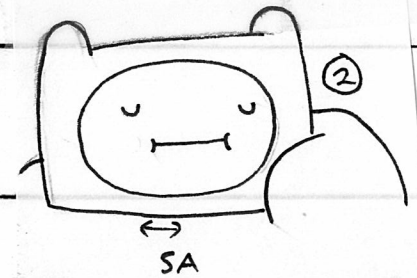
Dialog: J: PB AIN'T GON' LIKE THIS.

F: MM MM.

Action:

- F SHAKES HIS HEAD

Timing:



EPISODE #

Production :

1025-164

© 2008 The material is the property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio, duplicated or used in any manner, except for production purposes, and may not be sold or transferred.

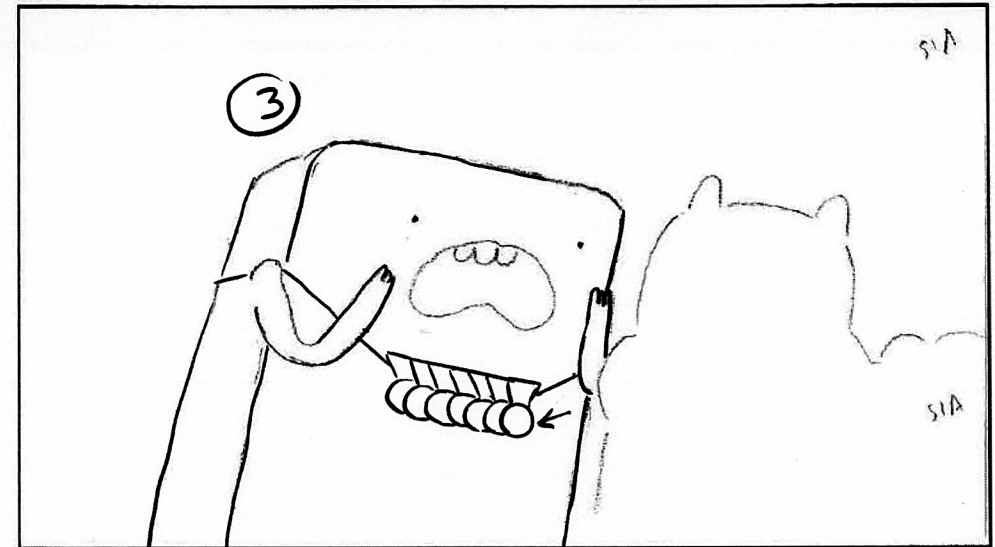
ADVENTURE TIME



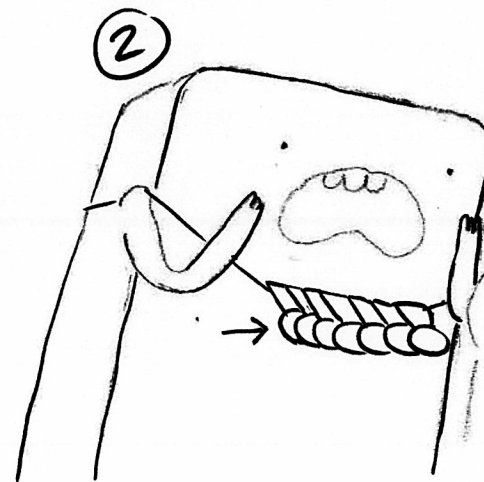
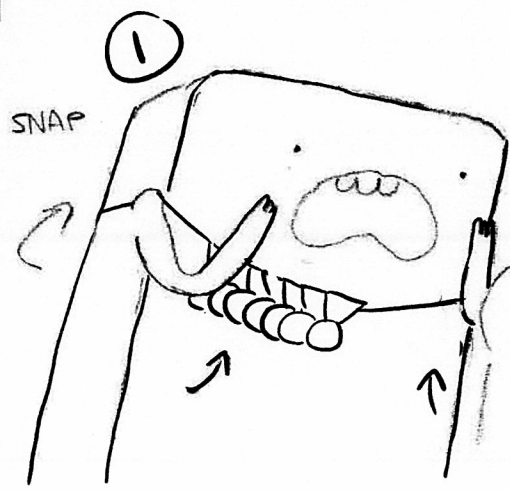
Sc. 47 Pnl. A Bg. day night



Sc. 47 Pnl. B Bg. day night



Dialog:



J2 : WAIT DON'T TELL HER !

- J2 TURNS TOWARD F DRAMATICALLY  
(MEDALS SWING & SETTLE)

© 2011 This material is the property of The Cartoon Network, Inc. It is unpublished and must not be used in any manner except for production purposes, and may not be sold or transferred.

EPISODE #

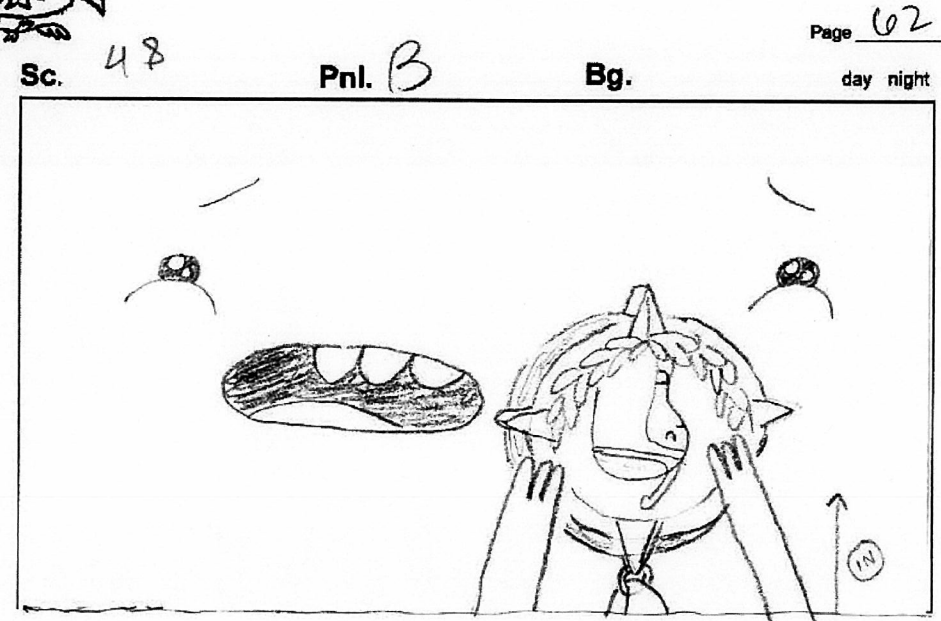
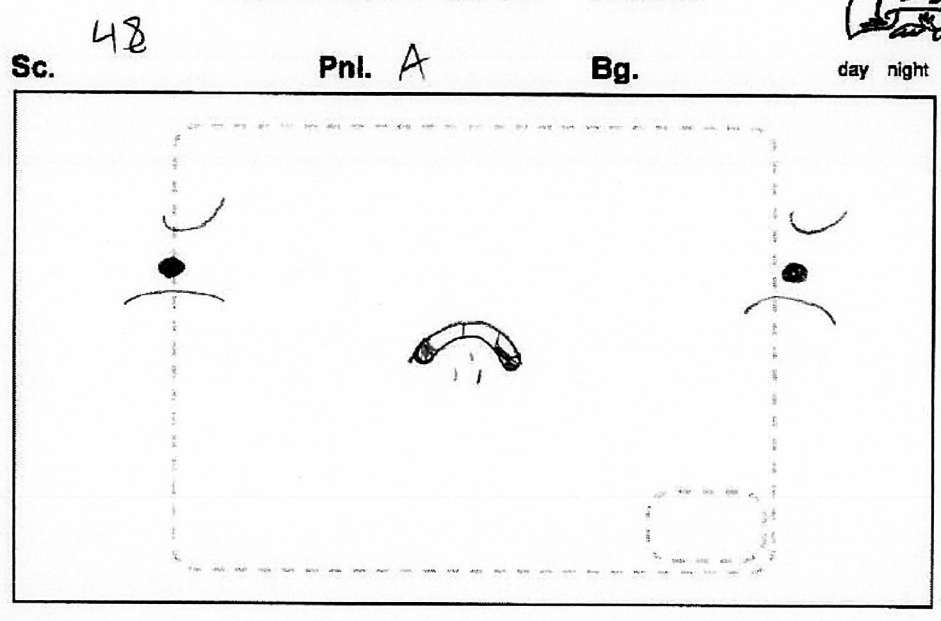
Production :

1025-164



© 2011 This material is the property of The Cartoon Network, Inc. It is unpublished and must not be taken from this studio, duplicated or used in any manner, except for production purposes, and may not be sold or transferred.

ADVENTURE TIME



Dialog:	<u>J2</u> :	<u>J2</u> : I'LL GIVE YOU A MEDAL...
Action:	- J'S UP QUIVERS	- J. HOLDS UP MEDAL.
Timing:		

EPISODE #  
Production :

1025-164

# ADVENTURE TIME

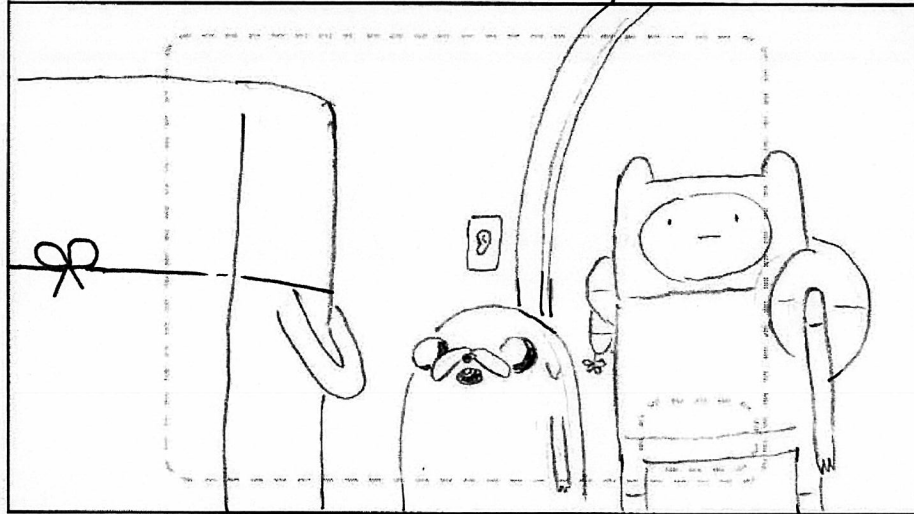


Sc. 49

Pnl. A

Bg.

day night



Sc. 49

Pnl. B

Bg.

day night



Dialog:

J: NAW MAN, PB'S NO DUMMY.

J: SHE'LL FIND OUT... IT'S ONLY A MATTER OF TIME.

Action:

Timing:

EPISODE #

Production :

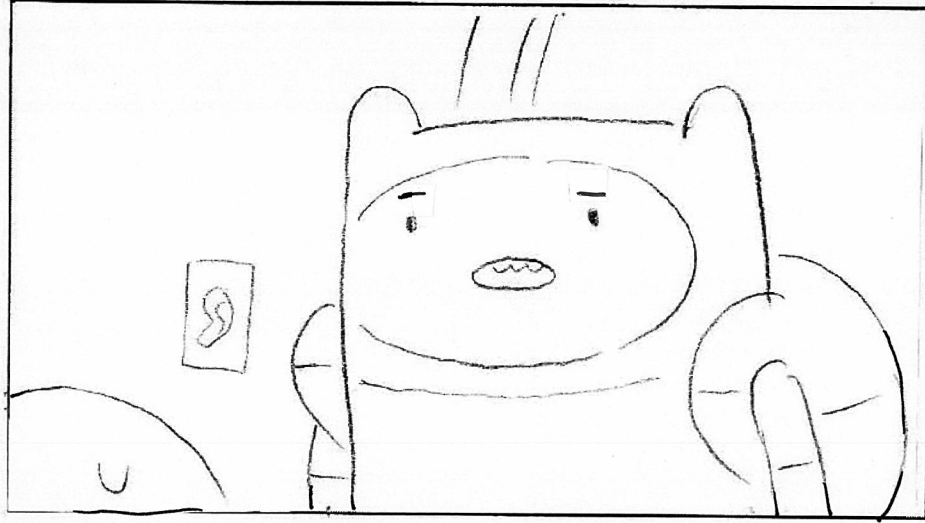
1025-164

ADVENTURE TIME

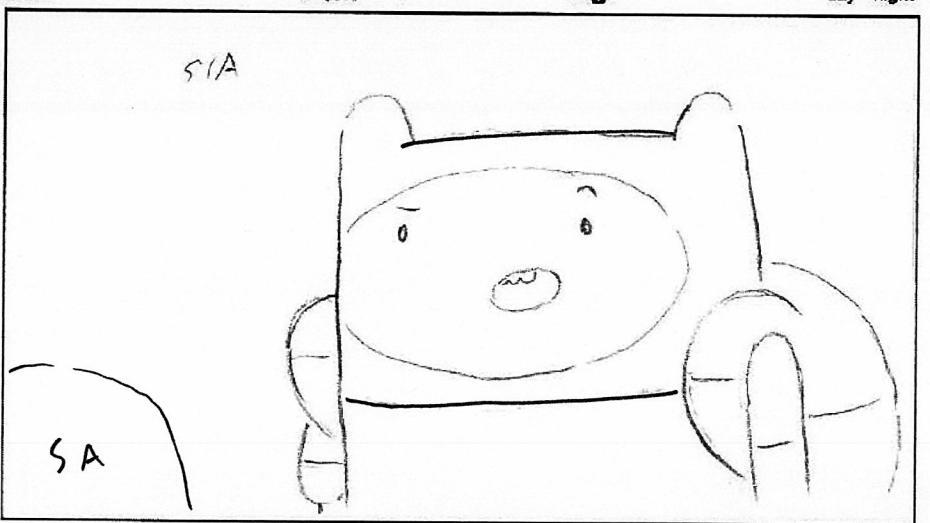


© 2011 This material is the property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio, duplicated or used in any manner except for production purposes, and may not be sold or transferred.

Sc. 50 Pnl. A Bg. day night



Sc. 50 Pnl. B Bg. day night Page 64



Dialog:	F: WE LIKE YOU JAMES, BUT E: YOU'RE ON YOUR OWN ...
Action:	
Timing:	

Production : EPISODE #

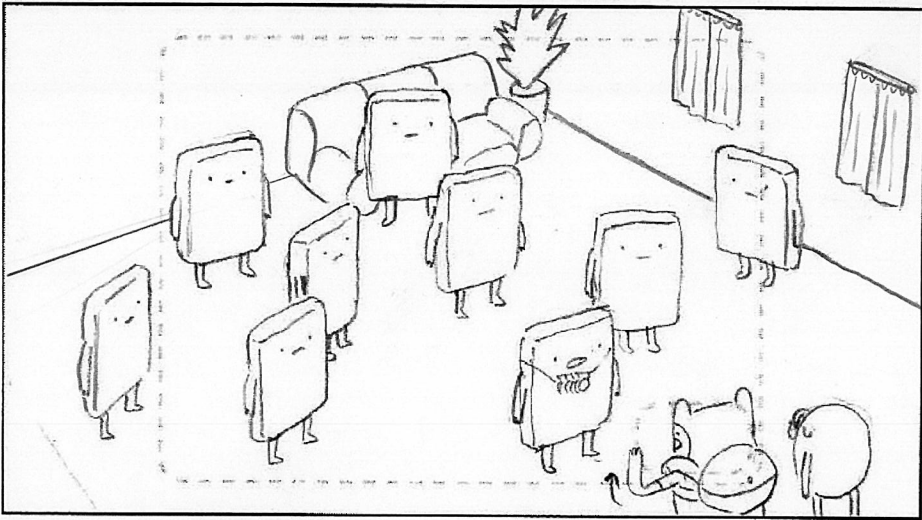
1025-164

ADVENTURE TIME

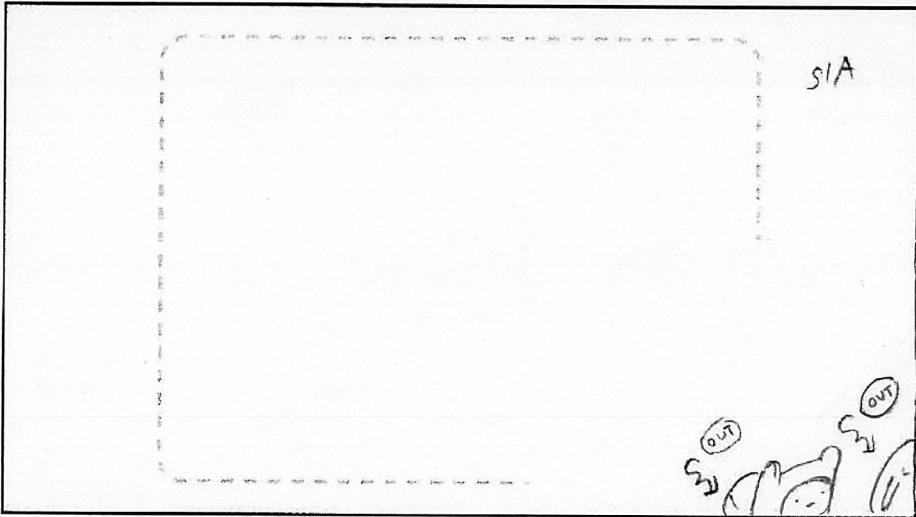



© 2011 This material is the property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio, duplicated or used in any manner except for production purposes, and may not be sold or transferred.

Sc. SI Pnl. A Bg. day night



Sc. SI Pnl. B Bg. day night Page 65



Dialog:	<u>E</u> : WE'RE GONNA SIT THIS ONE OUT. <u>SFX</u> : DOOR CLOSES	
Action:	- <u>F</u> + <u>J</u> LEAVE	
Timing:	<u>s.p.</u> 	

Production :

1025-164



ADVENTURE TIME



© 2011 This material is the property of The Cartoon Network, Inc. It is unpublished and must not be taken from the source, duplicated or used in any manner, except for production purposes, and may not be sold or transferred.

Sc. 51 Pnl. C Bg. day night

Sc. 51 Pnl. D Bg. day night

Dialog: S.P.

CJS = VRRT VRRT (VARIED MACHINE NOISES)

Action: - CJS START DANCING AGAIN  
CYCLE (↔)

Timing:

EPISODE #

Production :

1025-164



© 2011 This material is the property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio, duplicated or used in any manner except for production purposes, and may not be sold or transferred.

# ADVENTURE TIME



Sc. 52

Pnl. A

Bg.

day night

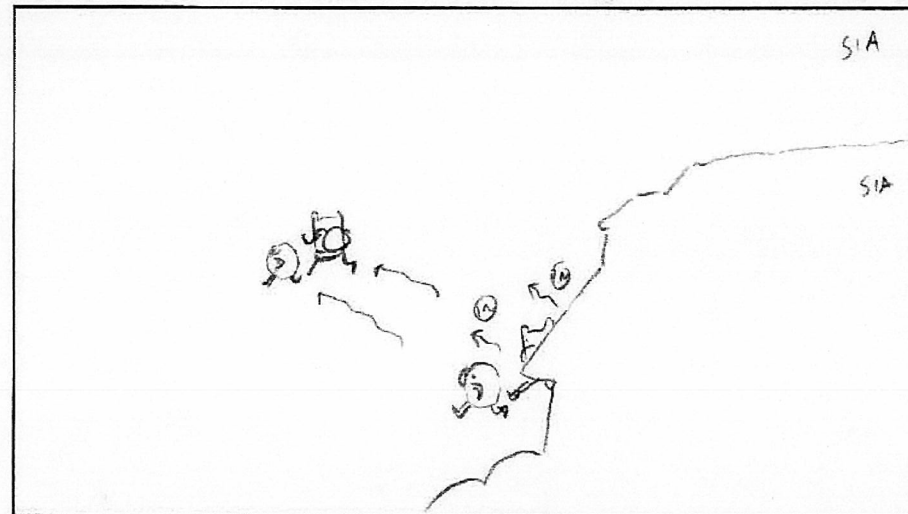


Sc. 52

Pnl. B

Bg.

day night



Dialog:

E, J: HEH HEH HEH

Action:

- F+J RUN OUT OF HOUSE

Timing:

EPISODE #

Production :

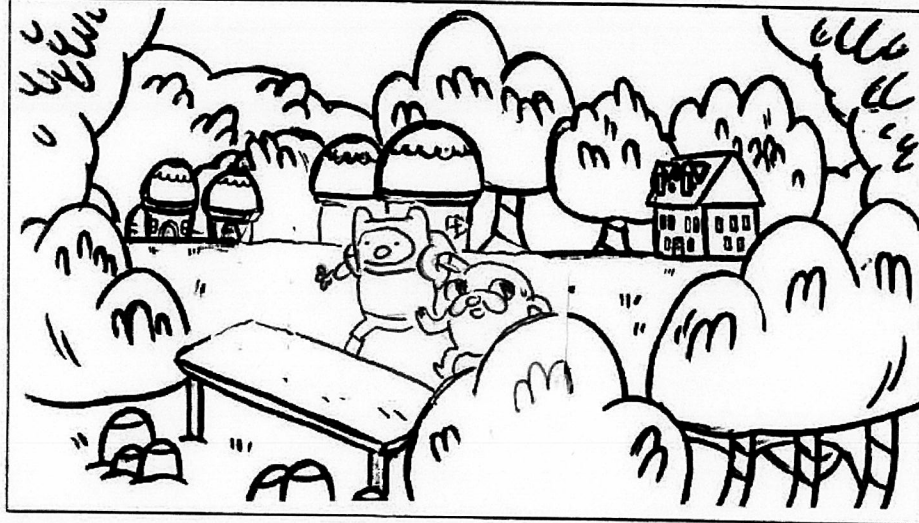
1U25-164

# ADVENTURE TIME

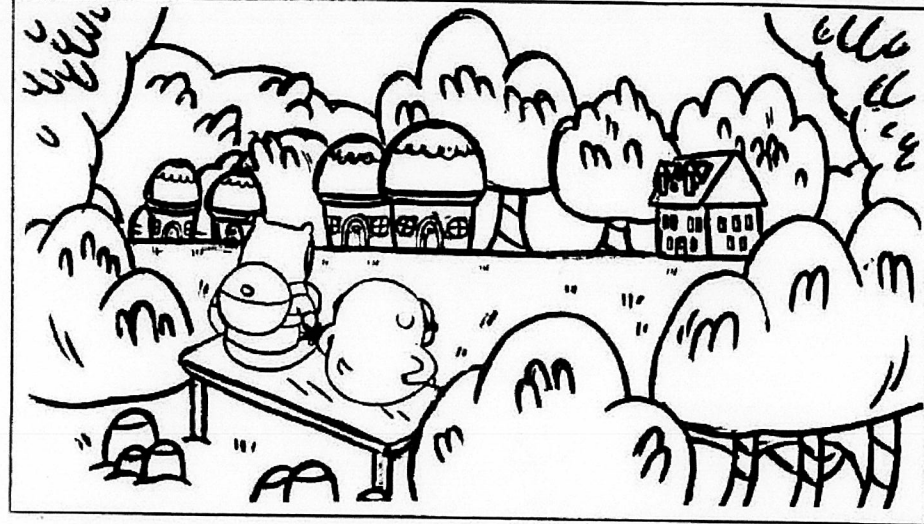


© 2011 This material is the property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio, duplicated or used in any manner, except for production purposes, and may not be sold or transferred.

Sc. S3 Pnl. A Bg. day night



Sc. S3 Pnl. B Bg. day night



<p>Dialog:</p> <p><u>F+J</u>: [RUNNING, LAUGHING]</p> <p>E: THIS SHOULD BE GOOD.</p>	
<p>Action:</p> <p>- F+J RUN UP TO BENCH</p> <p>- F+J SIT ON BENCH</p> <p>Timing:</p> <p>s.p.</p>	

EPISODE #

Production :

1025-164

© 2011 The Cartoon Network, Inc. All rights reserved. This material is the property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio, duplicated or used in any manner except for production purposes, and may not be sold or transferred.

ADVENTURE TIME



Sc.	Pnl.	Bg.	day	night	Sc.	Pnl.	Bg.	day	night

Dialog:
Action:
Timing:

Production :  
EPISODE #

1025-164

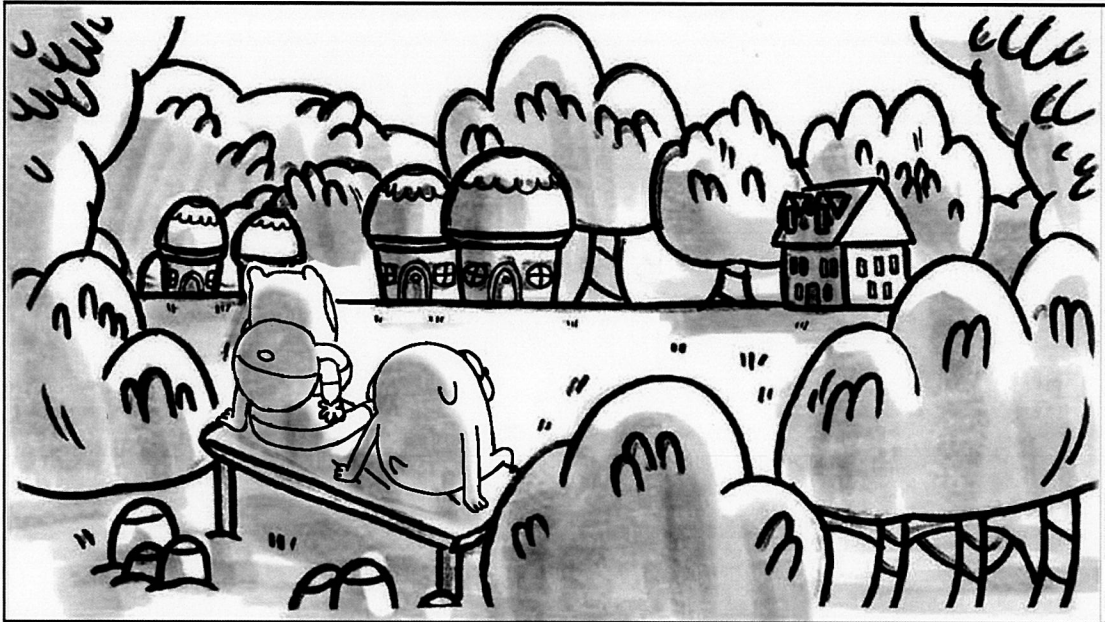


© 2011 This material is the property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio, duplicated or used in any manner, except for production purposes, and may not be sold or transferred.

ADVENTURE TIME



Sc. 54 Pnl. A Bg. day night



Sc. 54 Pnl. B Bg. day night

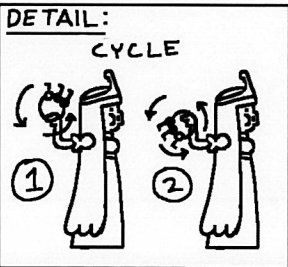


Dialog:

Action:

- F+J sitting on bench.  
- TIME HAS PASSED.

Timing:



PB: [ WHISTLING ]

- PB walking down street whistling and spinning big key ring.
- FINN & JAKE SIT UP



1025-164

EPISODE #

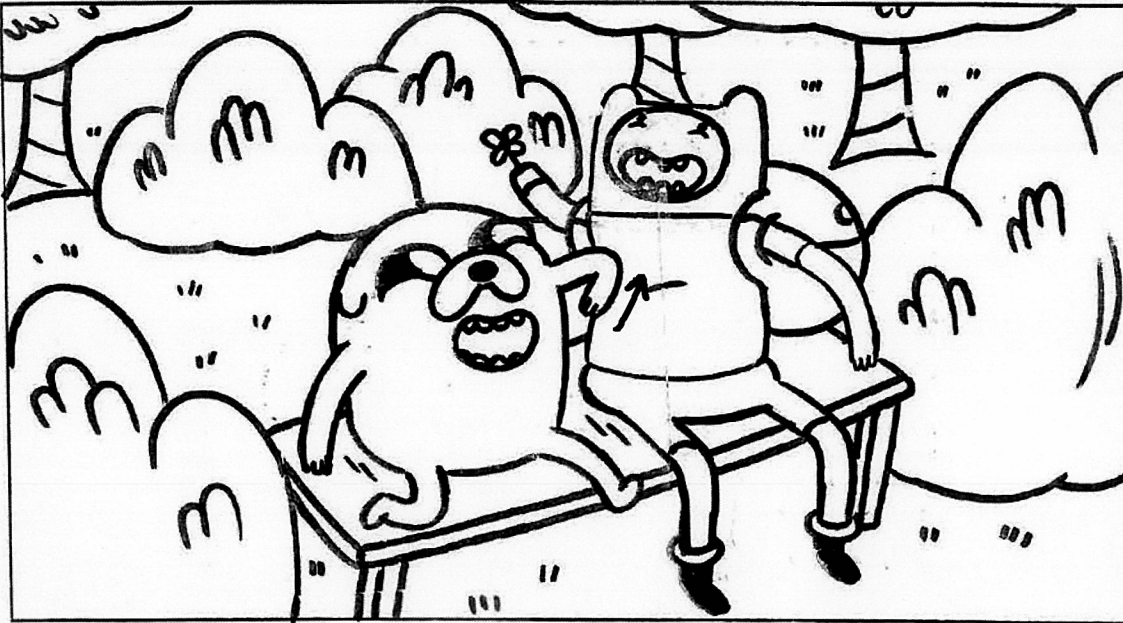
Production :

# ADVENTURE TIME



Page 71

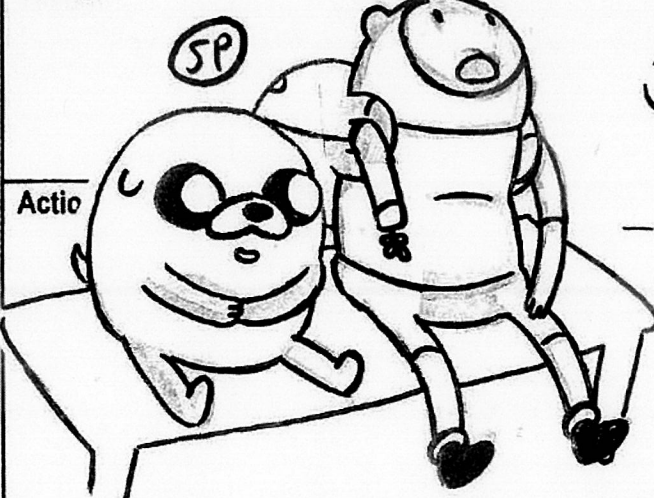
Sc. 55 Pnl. A Bg. day night



Sc. 55 Pnl. B Bg. day night



Dialog:



(LOVO WHISPER)  
J: There's Princess Bubblegum.

Action

- JAKE NUDGES FINN

CYCLE PNLS  
(A), (B), (A), (B)

EPISODE # 1025-164

Production :



© 2011 This material is the Property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio, duplicated or used in any manner except for production purposes, and may not be sold or transferred.

ADVENTURE TIME



No scenes 56-58

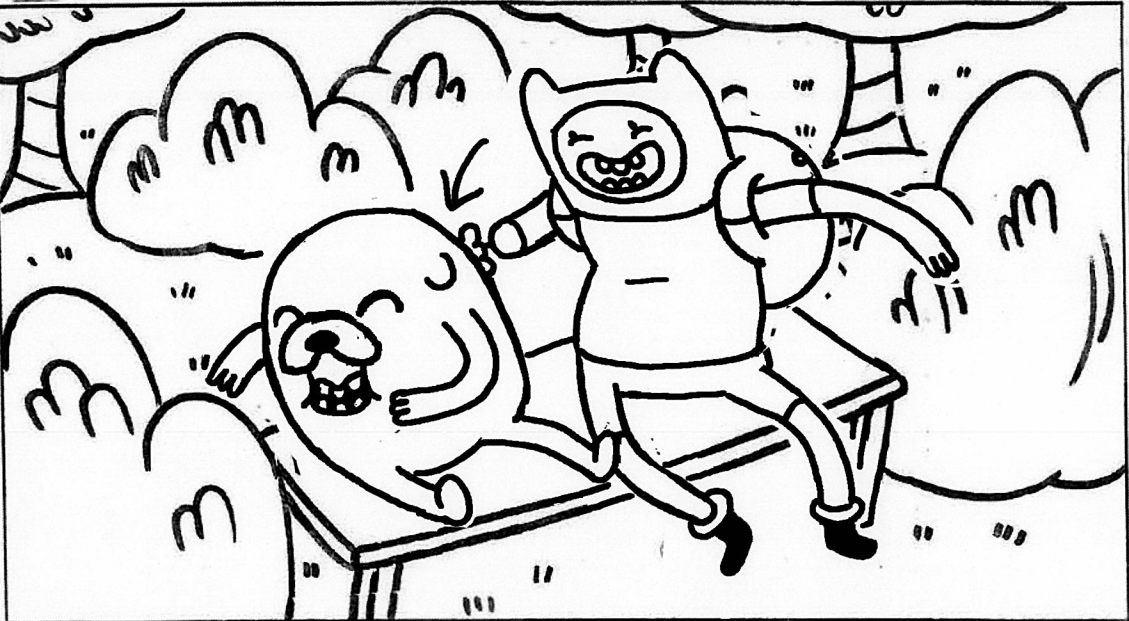
Page 72

Sc. 55

Pnl. C

Bg.

day night

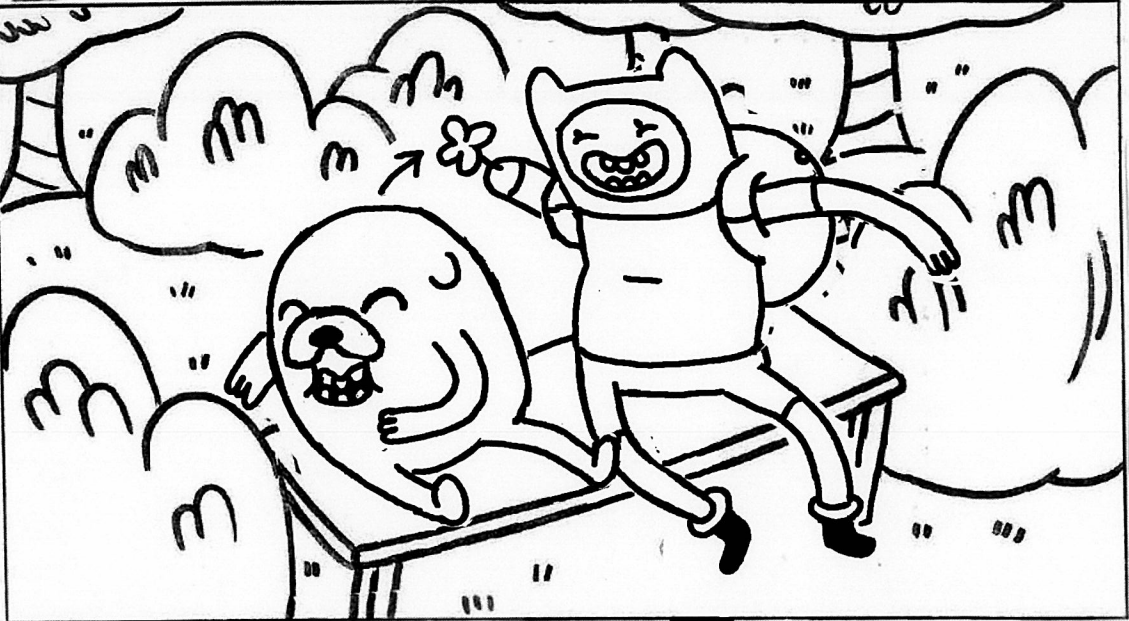


Sc. 55

Pnl. D

Bg.

day night



Dialog:

Actic

EPISODE # 1025-164

Production :

© 2011 This material is the property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio, duplicated or used in any manner, except for production purposes, and may not be sold or transferred.

# ADVENTURE TIME



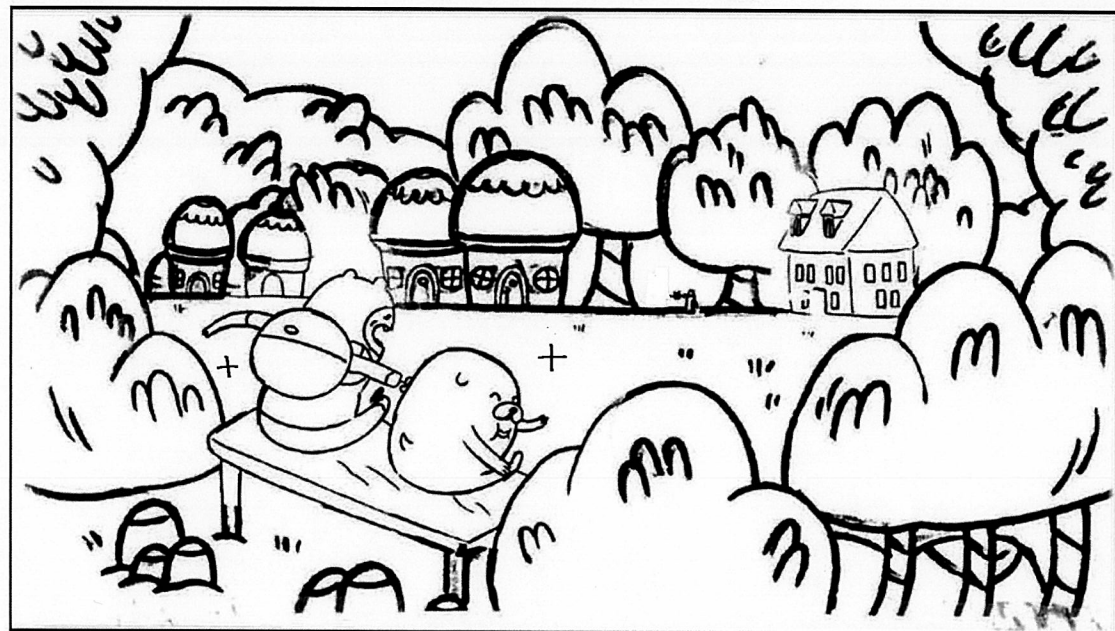
Page 73

Sc. 59

Pnl. A

Bg.

day night

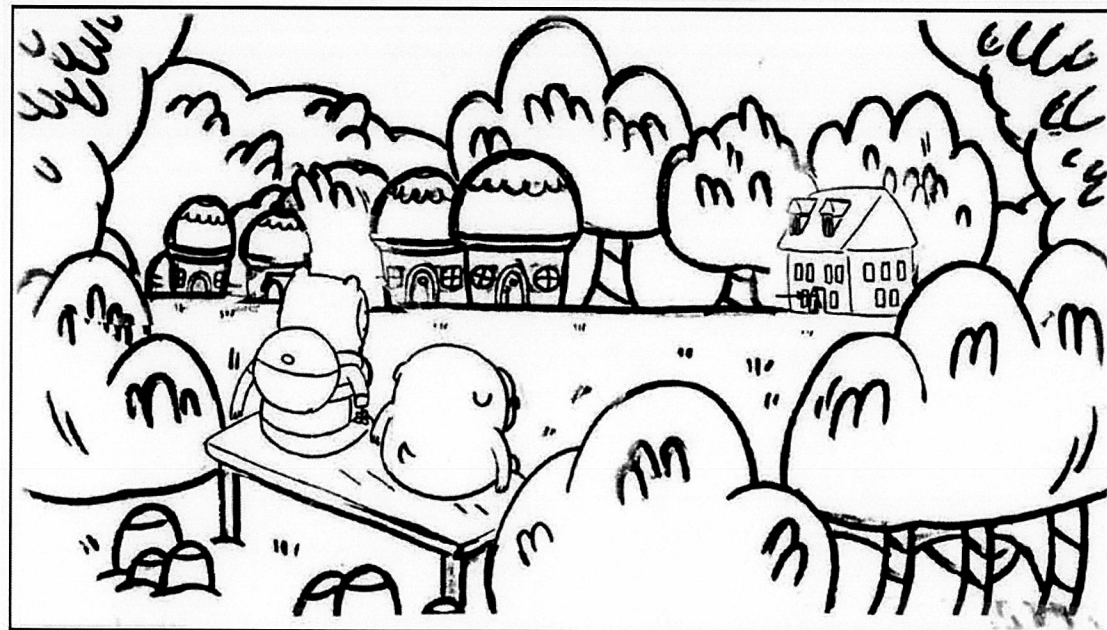


Sc. 59

Pnl. B

Bg.

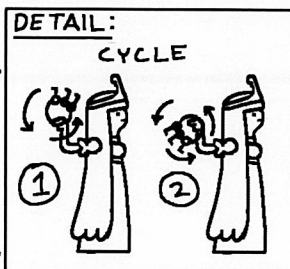
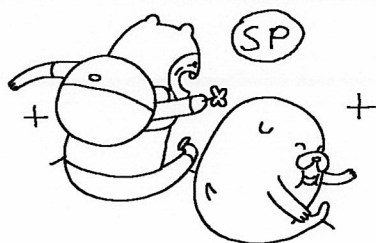
day night



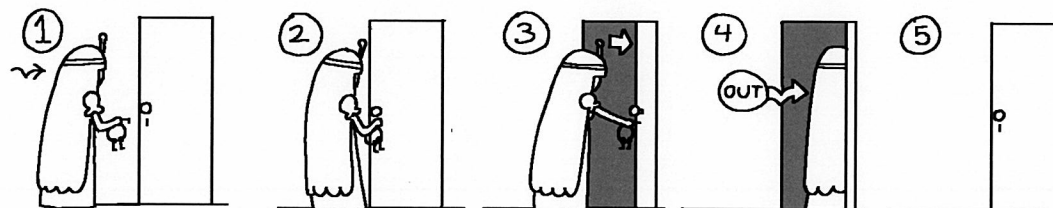
Dialog:

Action:

nudging.



PB enters house.



Timing:

EPISODE # 1025-164

Production :



# ADVENTURE TIME



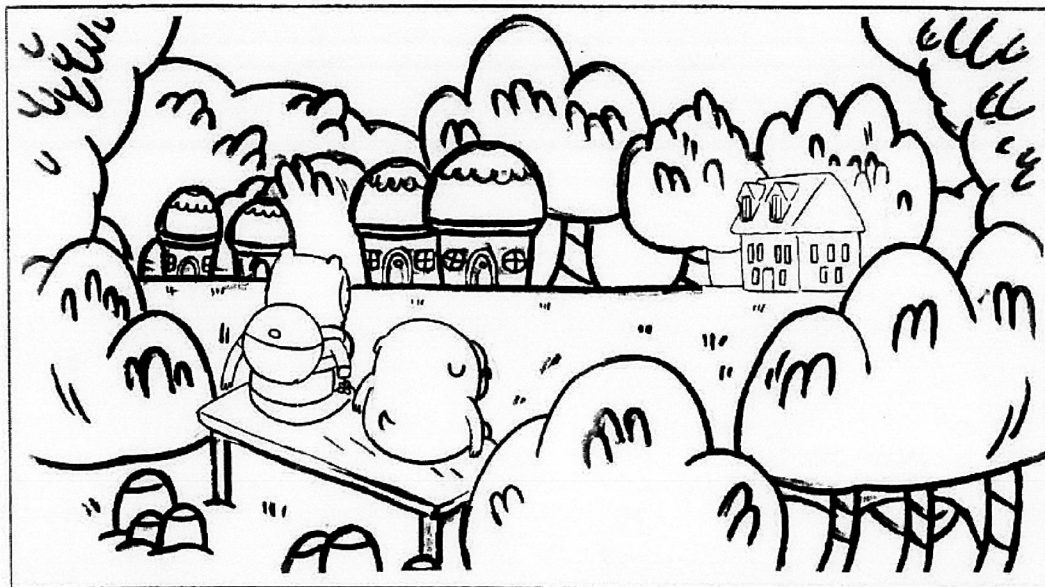
Page 74

Sc. 59

Pnl. C

Bg.

day night

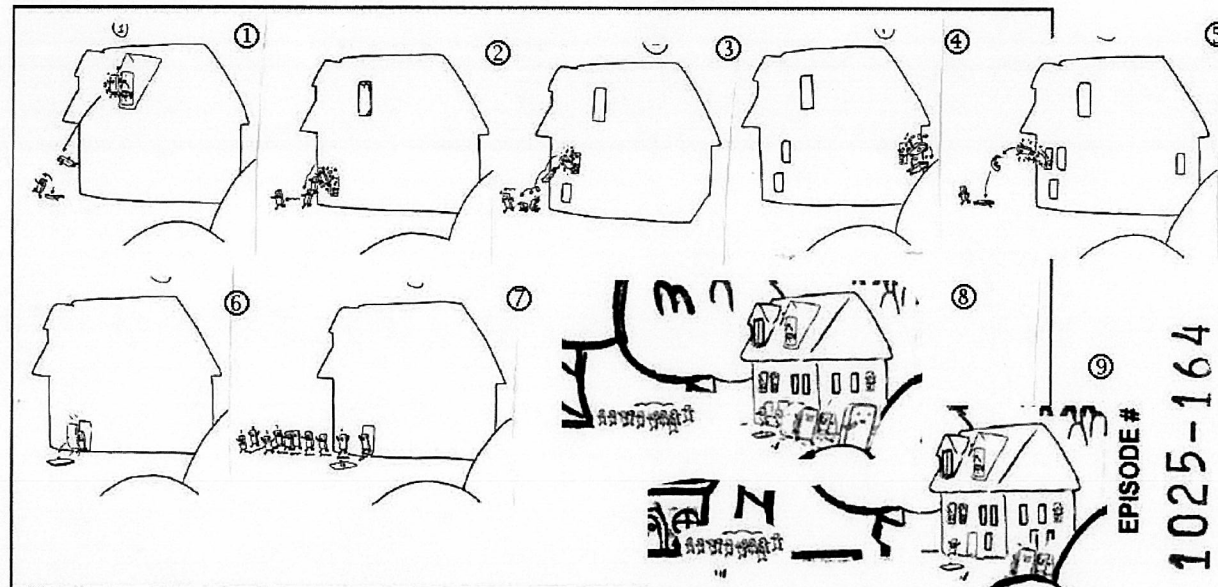


Sc. 59

Pnl. D

Bg.

day night



EPISODE #  
1025-164

Dialog:

PB: Hey! Jameses: Aaaaahhh! | PB: Stop running! Jameses: Stop chasing us!!  
Jameses: No!! Aahhh!! No no no!! AHHH!! I'm getting tired! Stop!  
PB: You rascals! GET BACK HERE You all are IN SO MUCH TROUBLE!

Action:

Then we hear yelling and noises from inside the deceptively calm looking house.

Last James: All the medals are mine!

Timing:

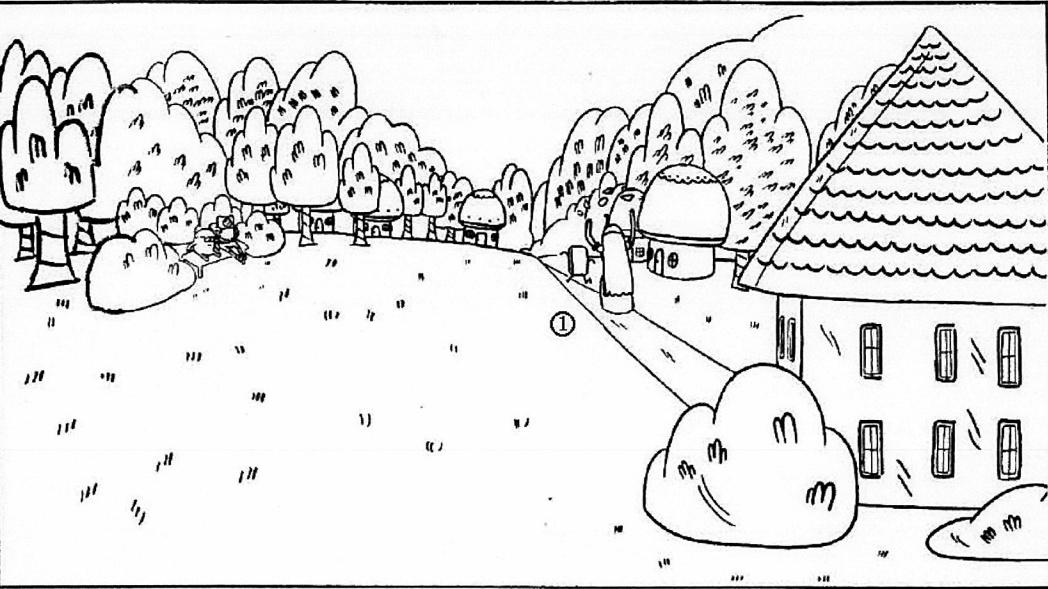
(PB runs out behind, throwing things)

Production :

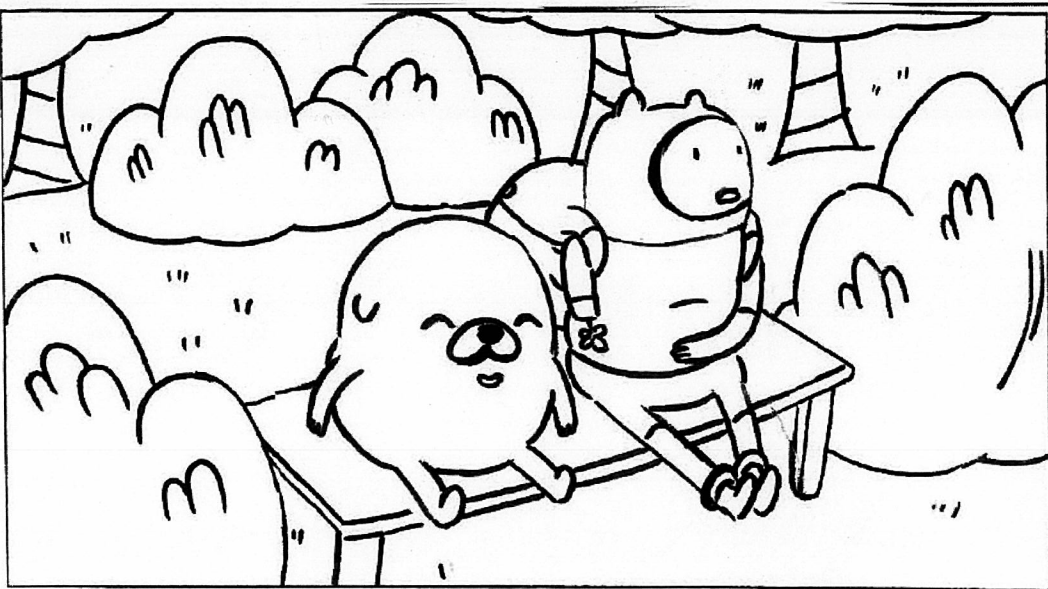
ADVENTURE TIME



Sc. 60 Pnl. A Bg. day night



Sc. 61 Pnl. A Bg. day night



Dialog: PB: JAAAMES!

Action: PB runs off with out seeing F+J

Timing:

③

②

F+J: [CHUCKLING]

s.p.

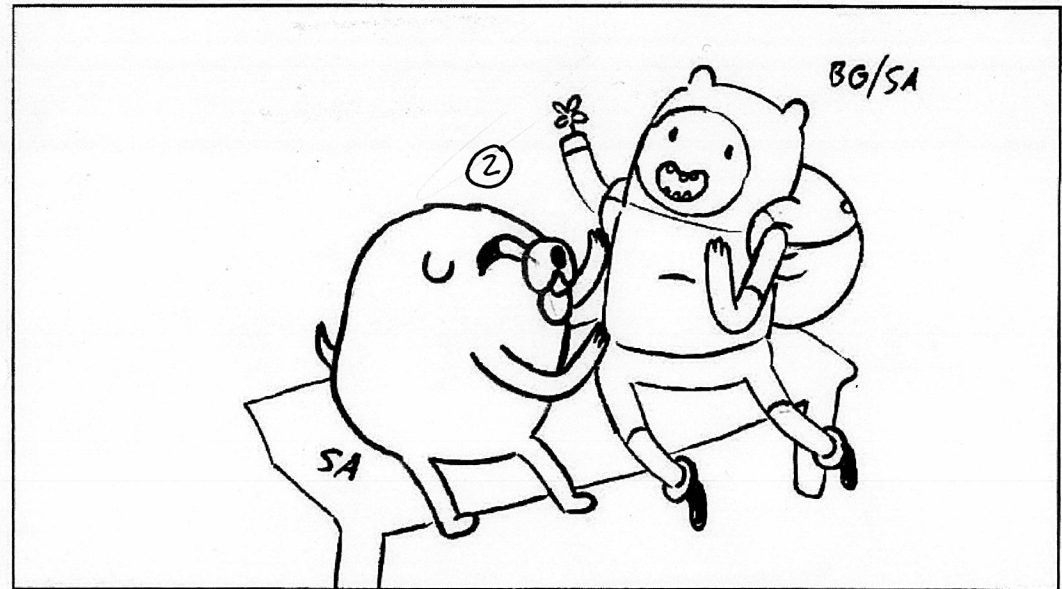
1025-164 EPISODE #

Production :

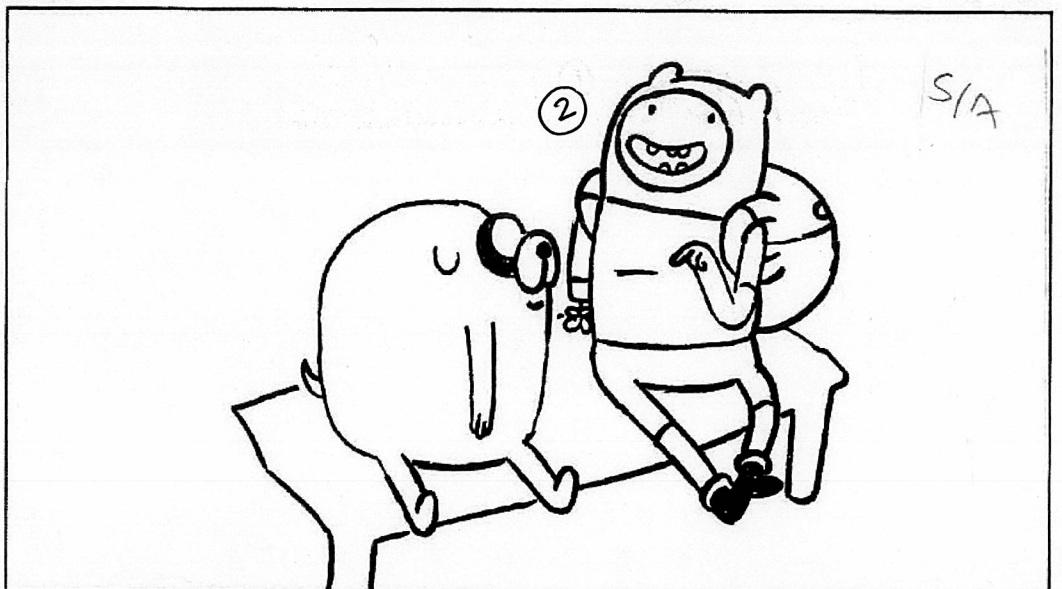
ADVENTURE TIME



Sc. 61 Pnl. B Bg. day night



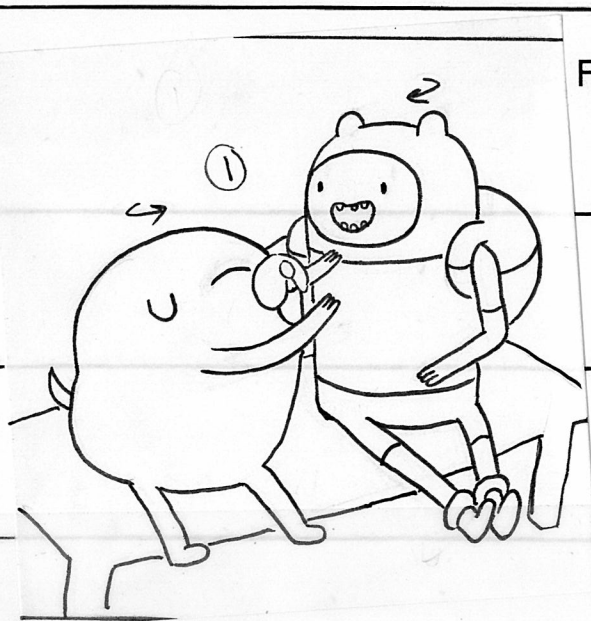
Sc. 61 Pnl. C Bg. day night



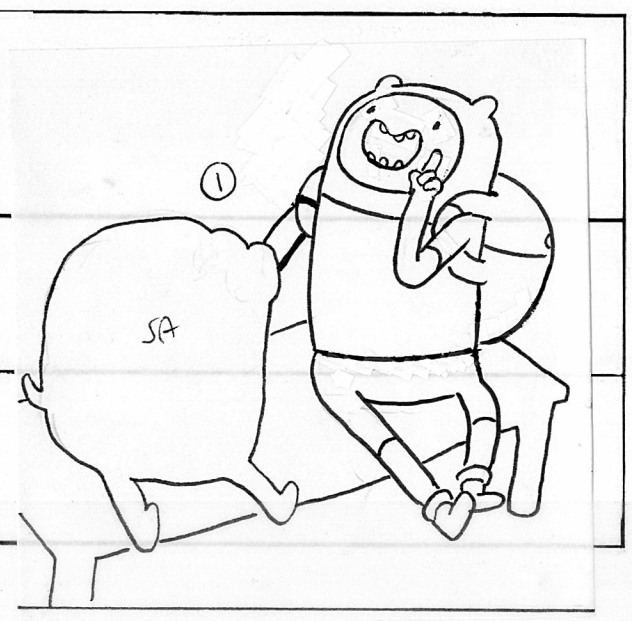
Dialog: J: ① what a ② show!

Action:

Timing:



① F/ Very enjoyable...



EPISODE # 1025-164

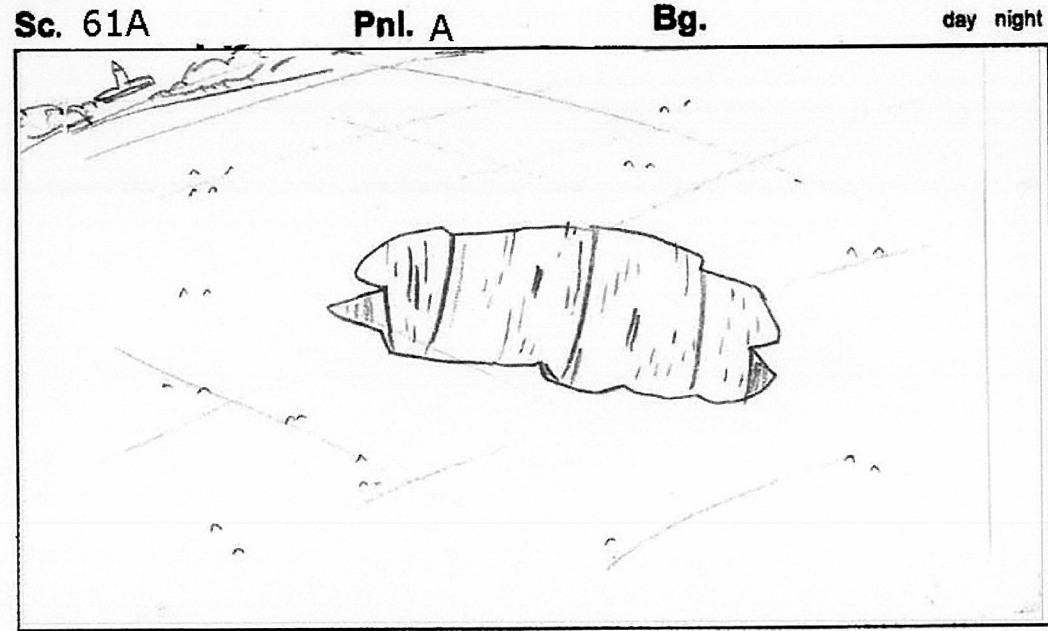
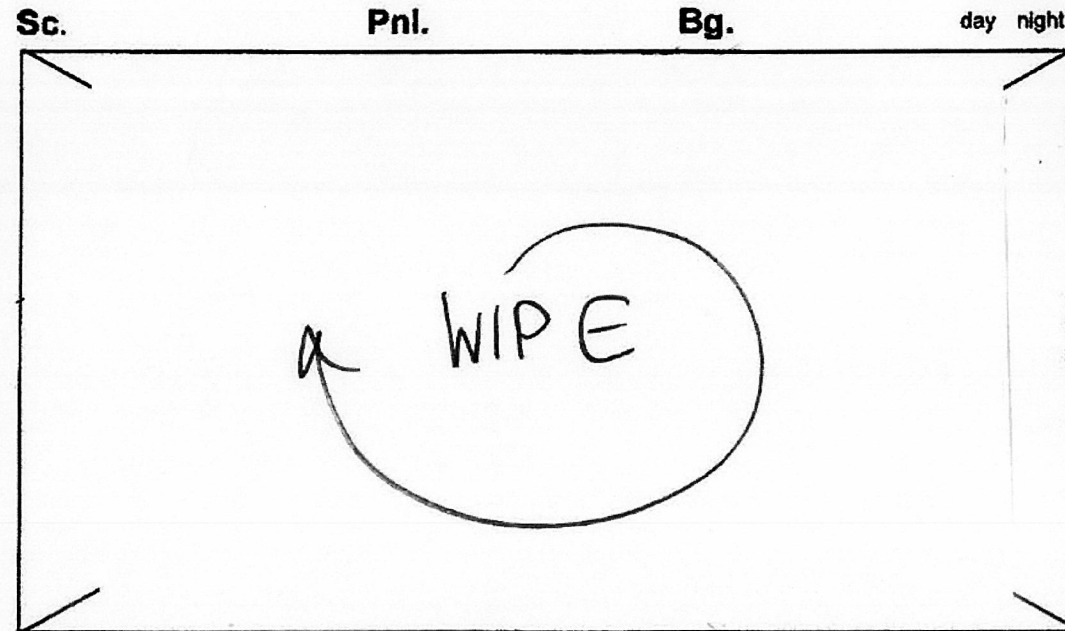
Production :



# ADVENTURE TIME



Page 77



Dialog:

Action:

\* < SCENES 61A-65  
RE-USE FROM  
ISI JAMES >

Timing:

EPISODE # 1025-164

Production :

# ADVENTURE TIME



Ho  
cut

Page 77A

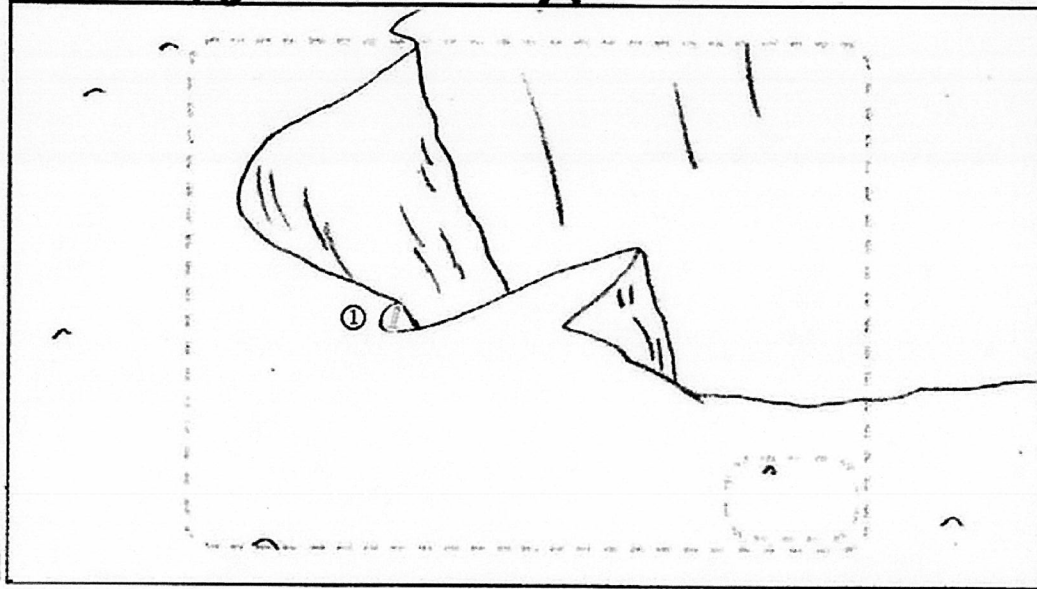
Sc. 62

Pnl.

A

Bg.

day night



Sc.

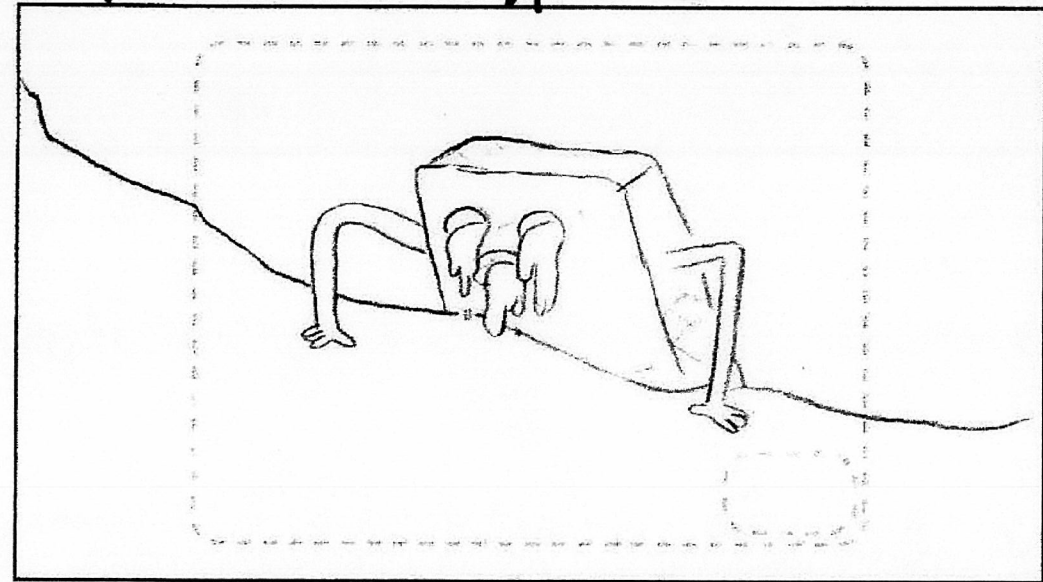
63

Pnl.

A

Bg.

day night



(J) Urrrt.

- Goo - MUTATED JAMES EMERGES FROM CRATER

②

③

(J) Urrrt

- Goo JAMES REACHES FORWARD LIKE ROBOT.

(A1)

(A2)



EPISODE # 1025-164

Production :

© 2008 The material is the property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio, duplicated or used in any manner except for production purposes, and may not be sold or otherwise.

# ADVENTURE TIME



1 to 64

Page 77 B

Sc.

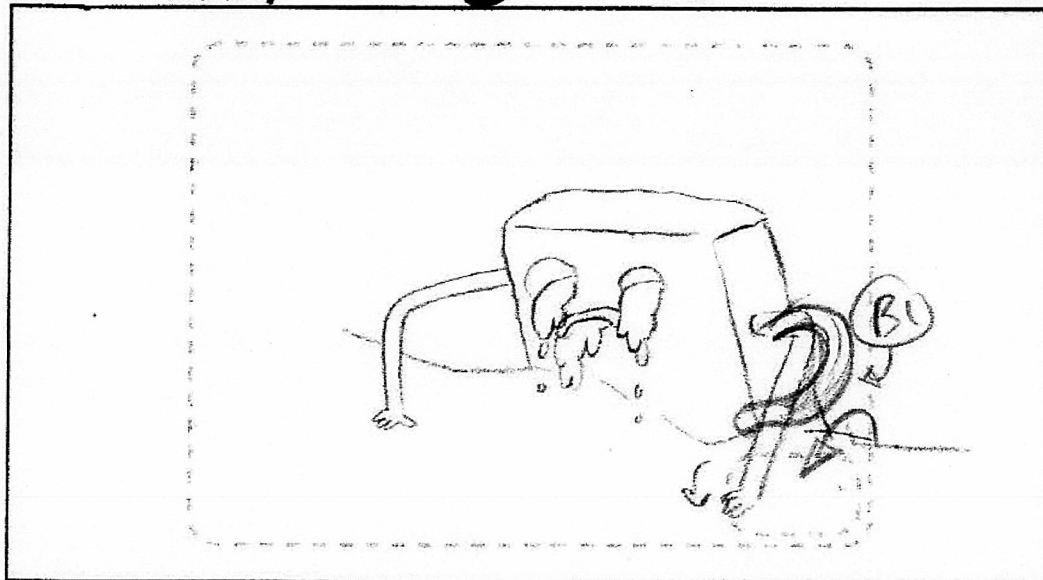
63  
CONT

Pnl.

B

Bg.

day night



Sc.

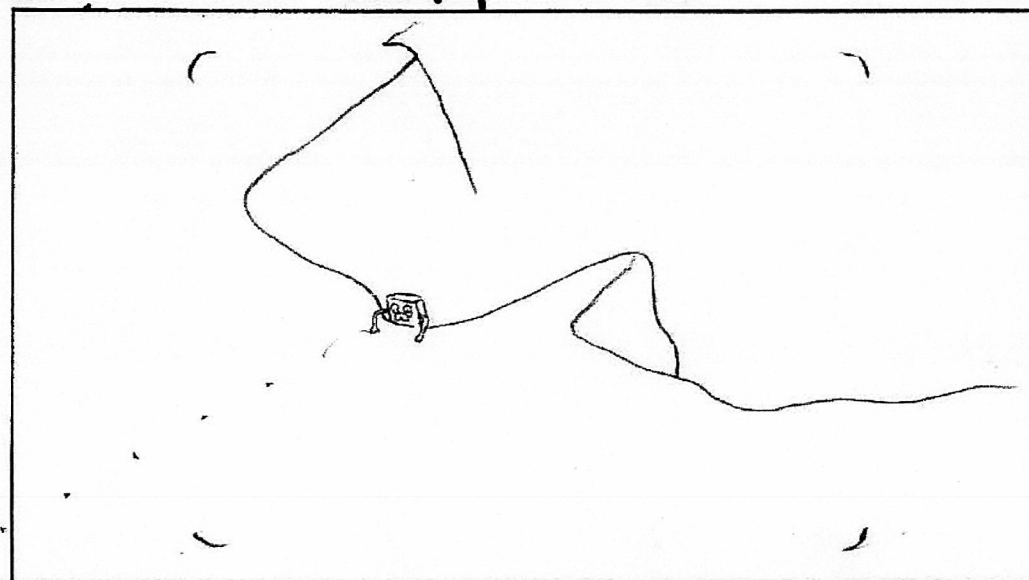
64

Pnl.

A

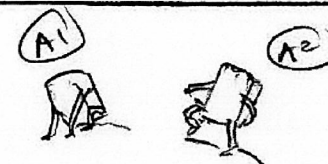
Bg.

day night



Dialog:

⑤ vrrt



Action:

Timing:

EPISODE # 1025-164

Production :



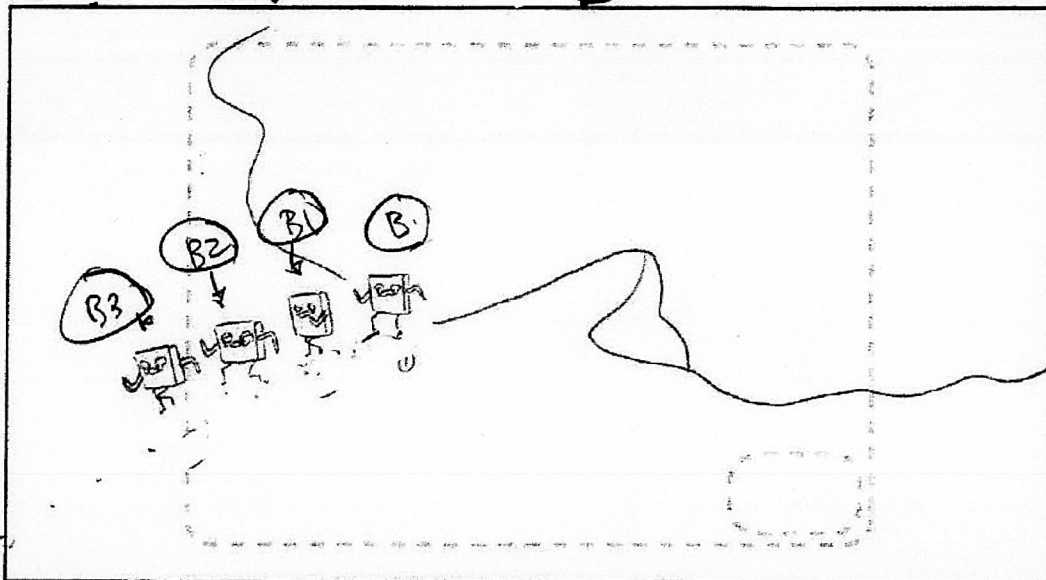
© 2005 The material is the property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio, duplicated or used in any manner, except for production purposes, and may not be sold or retransmitted.

# ADVENTURE TIME



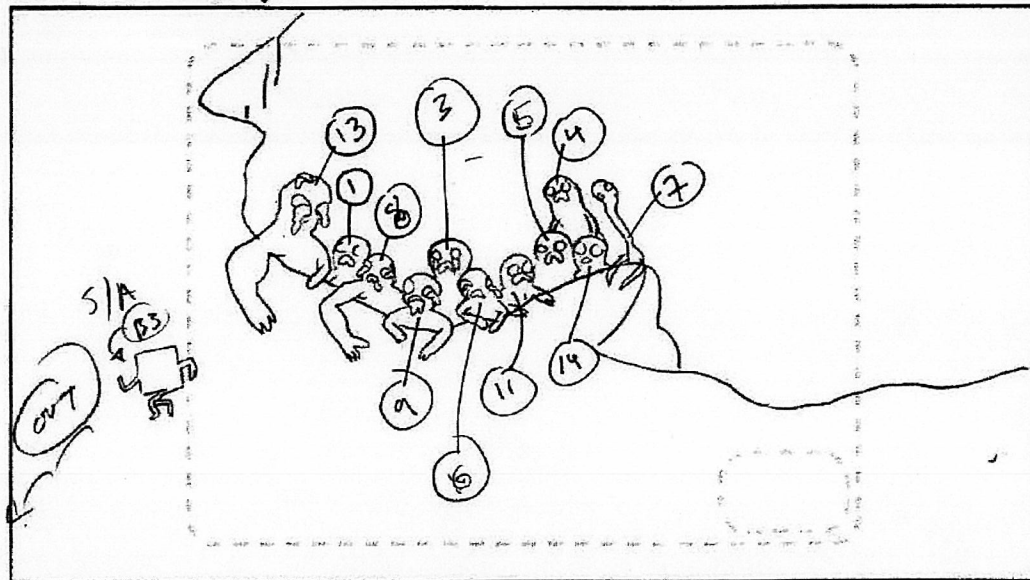
Sc. 64 CONT Pnl. B

day night



Sc. 64 CONT Pnl. C

Page 77c  
day night



Dialog:

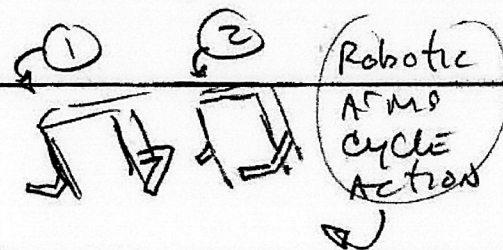
⑤

- 1 vrrt
- 2 vrrt
- 3 vrrt
- 4 vrrt
- 5 vrrt

Action:

- JAMES ROBOT WALKS FORWARD.

Timing:



600 MONSTERS: (LOW GROWL)

- 600 MONSTERS EMERGE

- JAMES WALK OUT OF SHOT



EPISODE # 1025-164

Production :



© 2011 This material is the property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio, duplicated or used in any manner except for production purposes, and may not be sold or transferred.

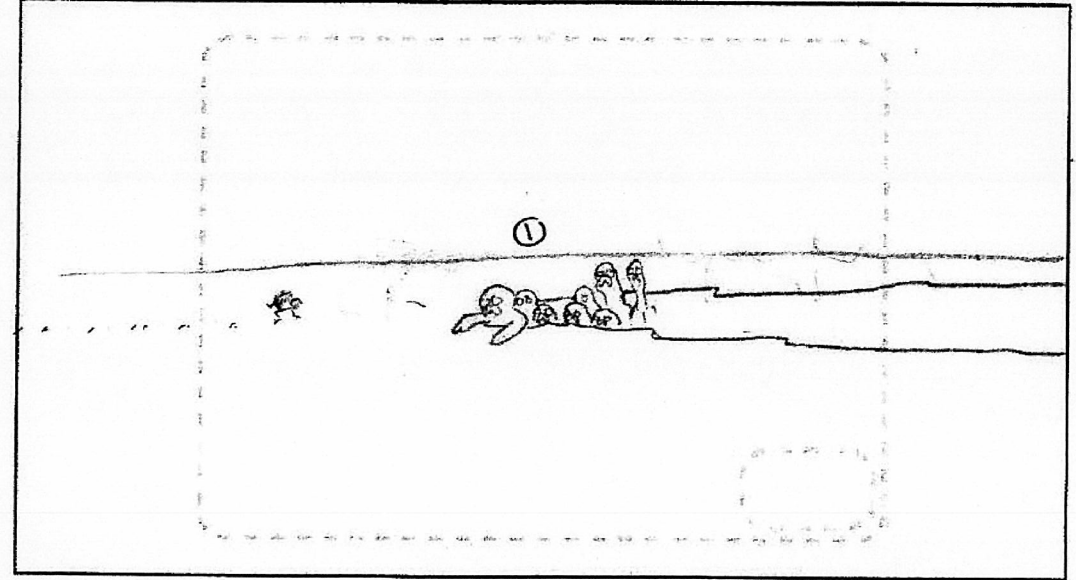
HW  
cut

# ADVENTURE TIME

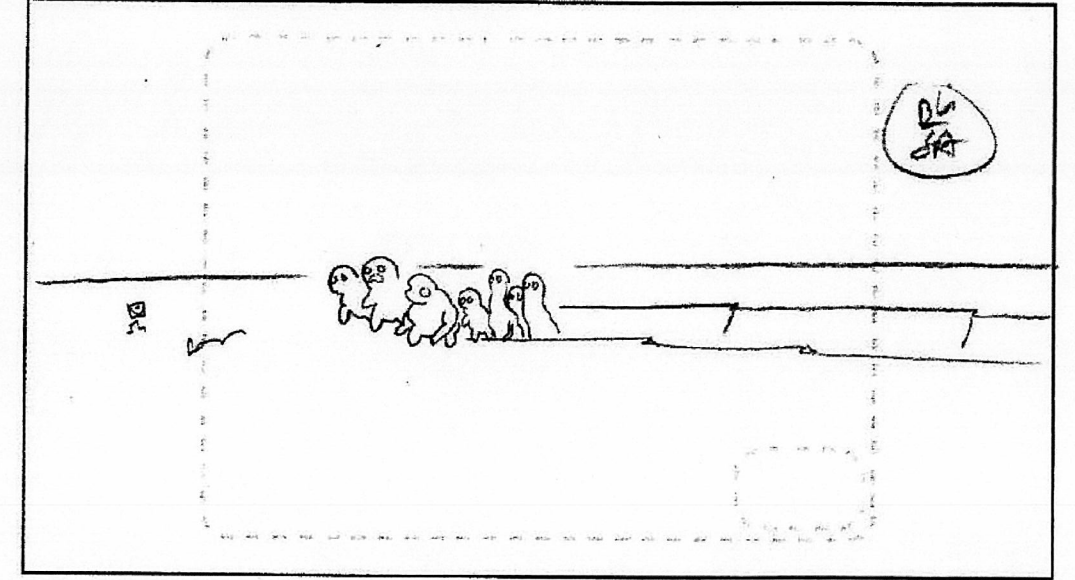


Page 77D

Sc. 6S Pnl. A Bg. day night



Sc. 6S CONT Pnl. B Bg. day night



Dialog:	
(J) urrt - urrt - urrt	
(J) urrt urrt urrt	
(J) GOO MONSTERS: (GROAN)	
Action:	(AL) (2) JAMES [DETAIL] POS (A) (1) (2) ARMS S/A (A) - MONSTERS FOLLOW JAMES OUT OF CRATER.
Timing:	JAMES shift ARMS MECHANICALLY cycle POSES (1)/(2)

EPISODE # 1025-164

Production :

© 2001 This material is the property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio, duplicated or used in any manner except for production purposes, and may not be sold or numbered.

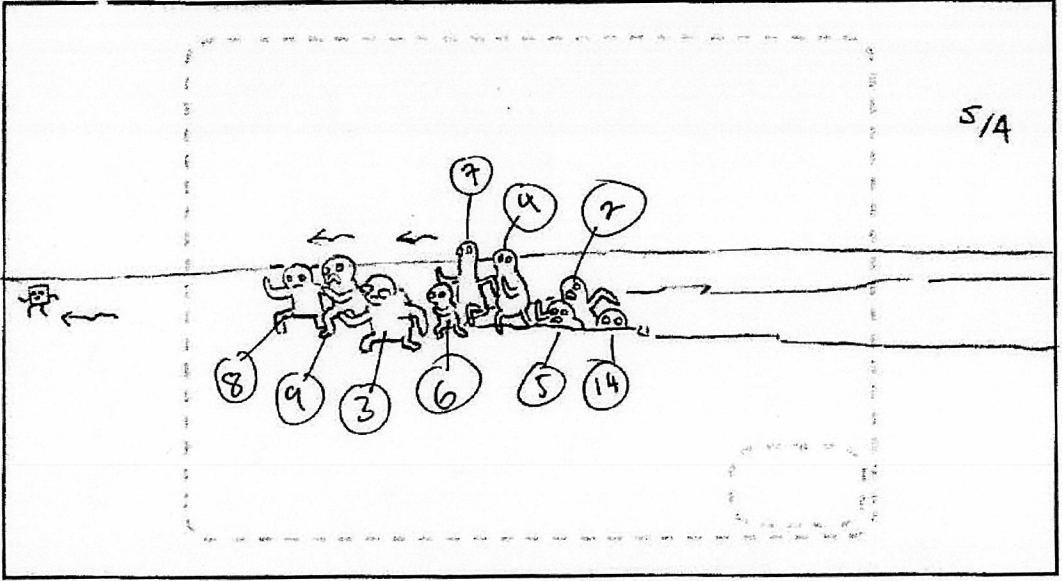
# ADVENTURE TIME



next pg. 80

Page 77e

Sc. <sup>66</sup> **CONT** Pnl. **C** Bg. day night



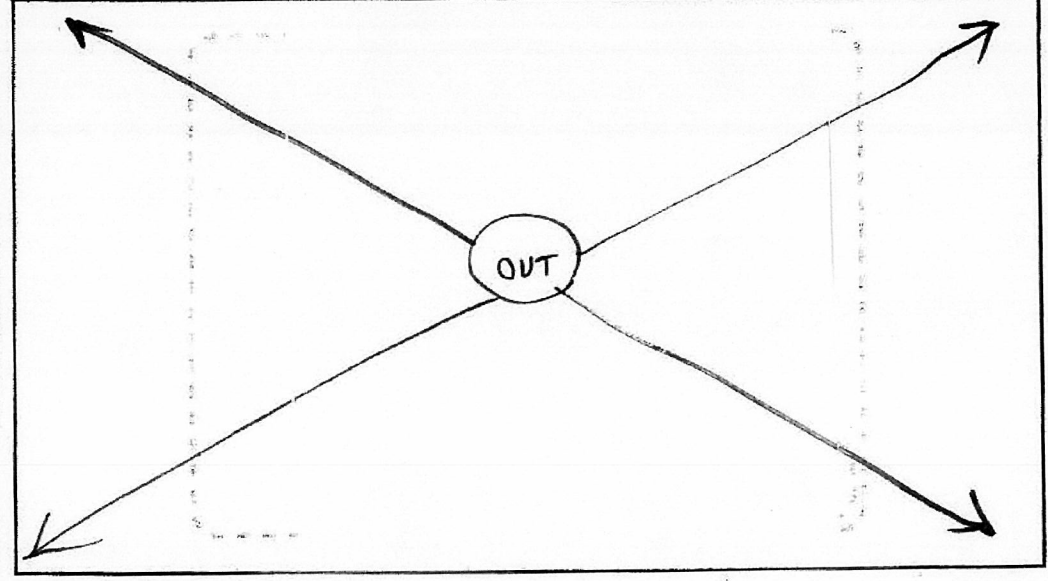
**Dialog:**  
GOO MONSTERS : (LIKE JAMES)  
VRT-VRT-VRT  
\* GOO MONSTERS SHIFT ARMS MECHANICALLY  
S/A JAMES USE HIS TIMING & OFFSET CYCLES

**Action:**  
- GOO MONSTERS WALK LIKE JAMES.



**Timing:**

Sc. Pnl. Bg. day night



**EOP**

- END REUSE FROM ISI JAMES

EPISODE# 1025-164

Production :



No Scenes 66-67

# ADVENTURE TIME



No pgs 78-79

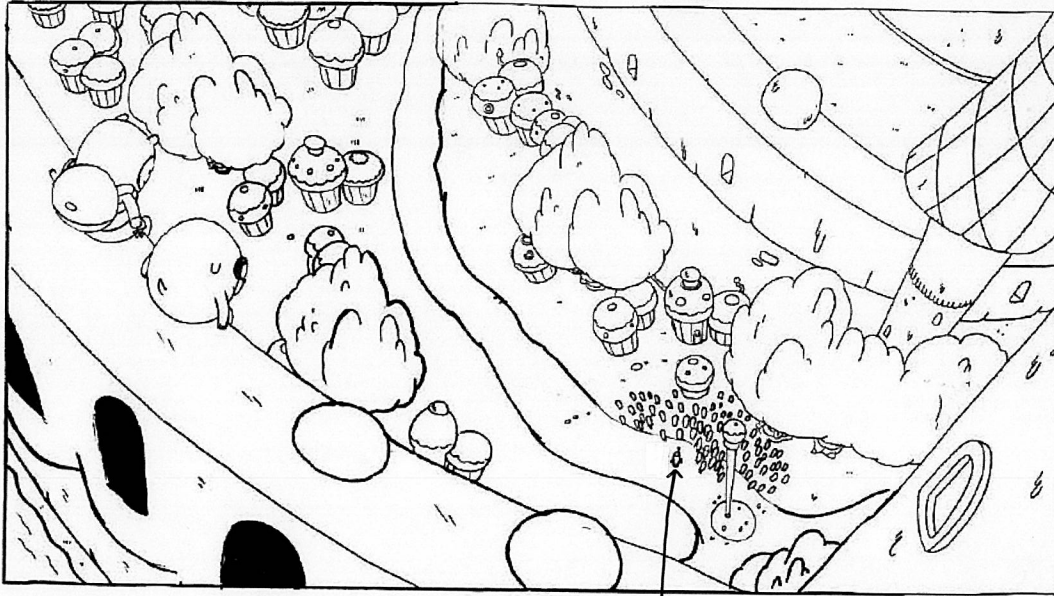
Page 80

Sc. 68

Pnl. A

Bg.

day night

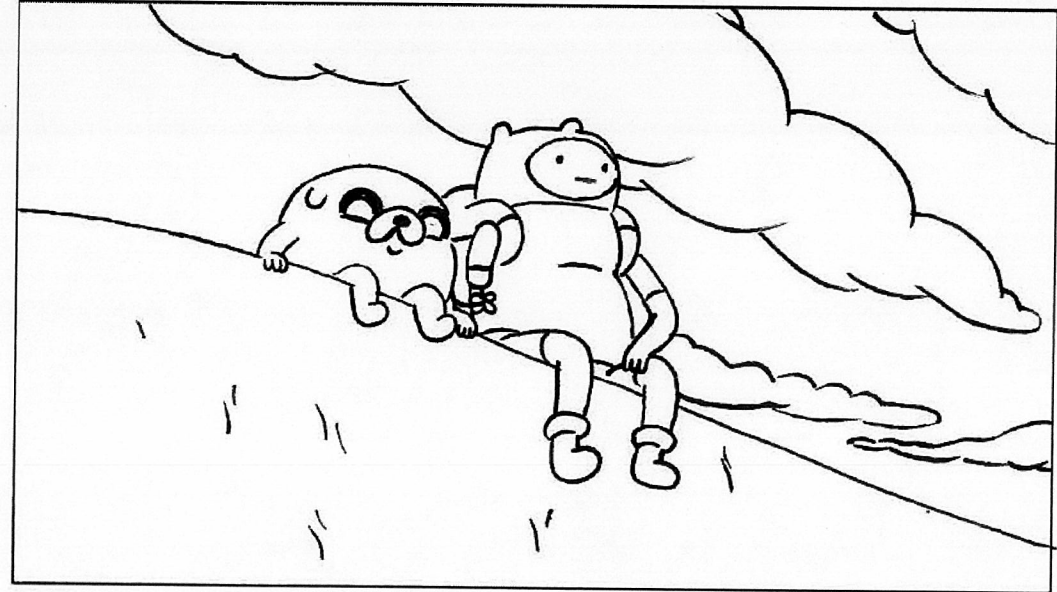


Sc. 69

Pnl. A

Bg.

day night



Dialog:

(PB) REST OF DISTANT CROWD  
ARE ALL BANANA GUARDS.

Action:

F+J on a high wall observing action  
in the Candy Kingdom town square.

Timing:

EPISODE # 1025-164

Production :

# ADVENTURE TIME



Page 81

1025-164

EPISODE #

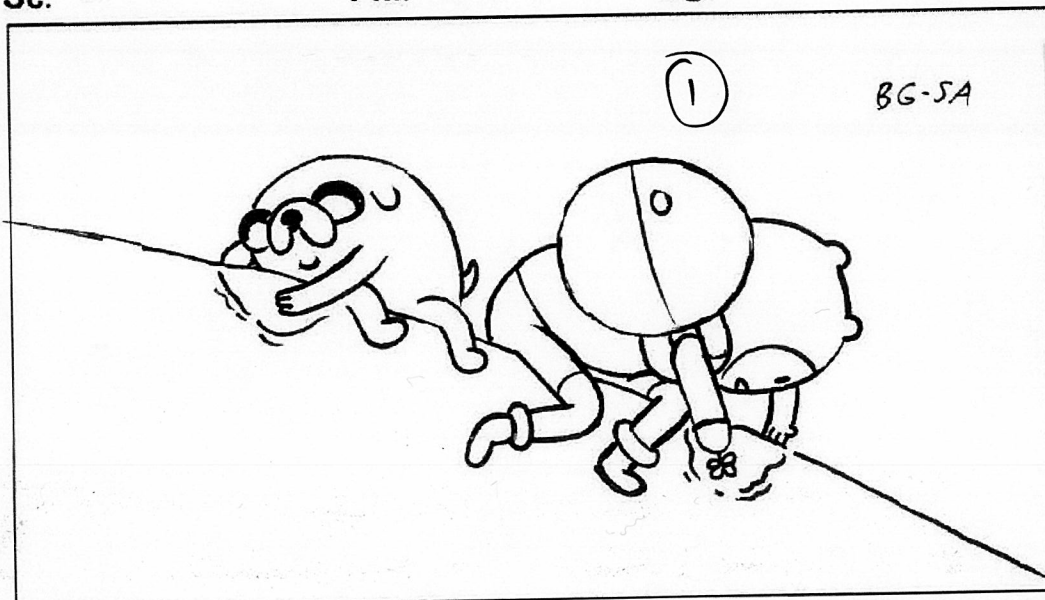
Production :

Sc. 69

Pnl. B

Bg.

day night

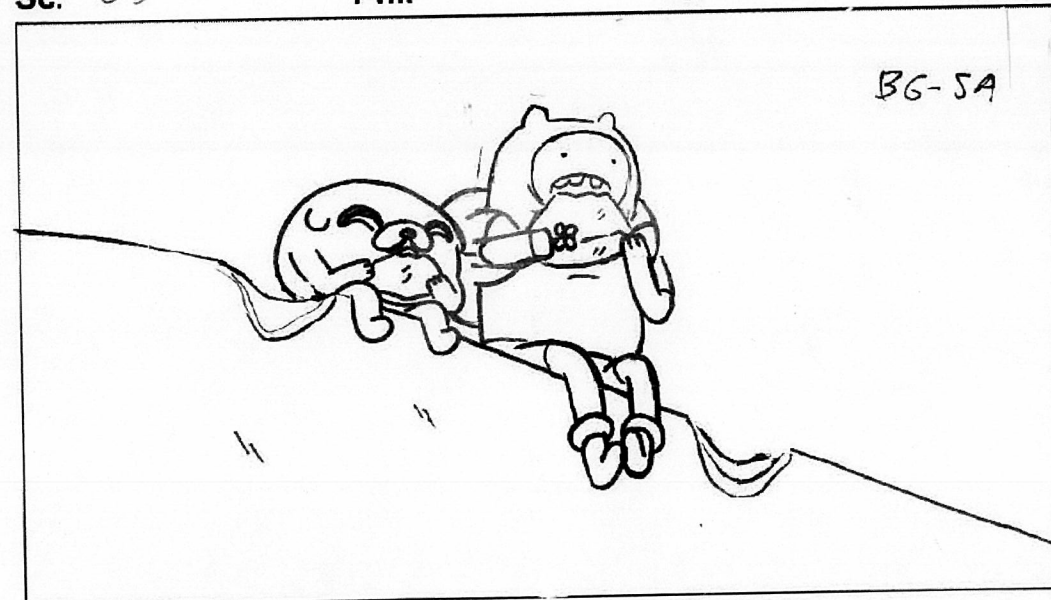


Sc. 69

Pnl. C

Bg.

day night

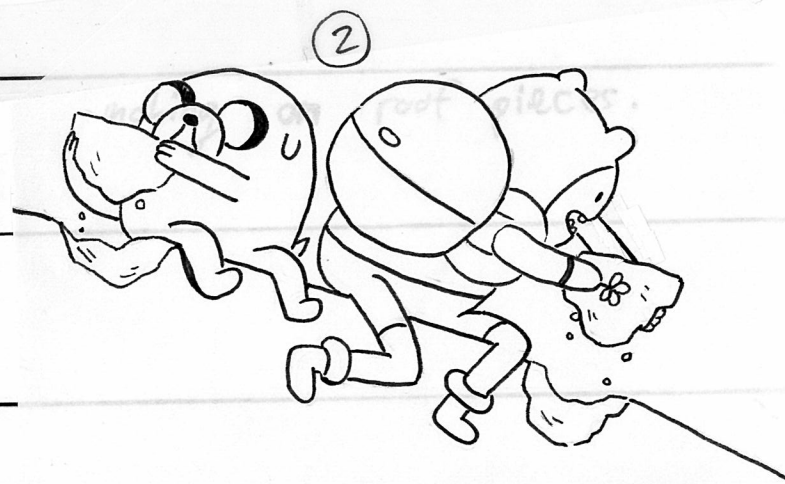


Dialog:

SFX: \*CRUMBLE\*

Action:  
F & J MUNCHING  
ON ROOF PIECES

Timing:



F+J: [CHE WING]



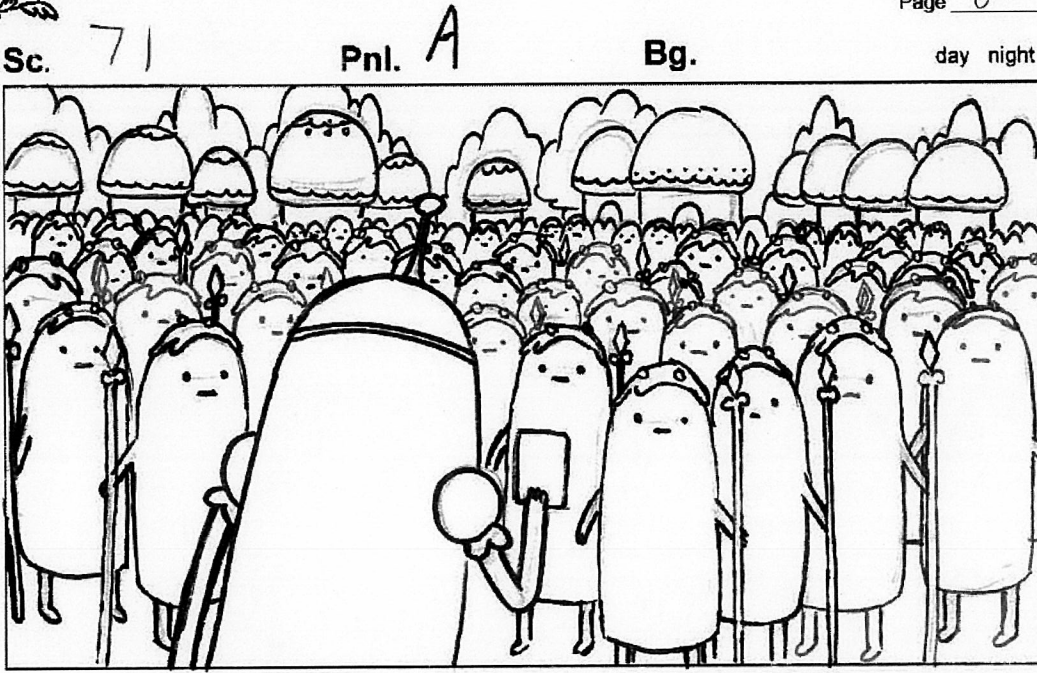
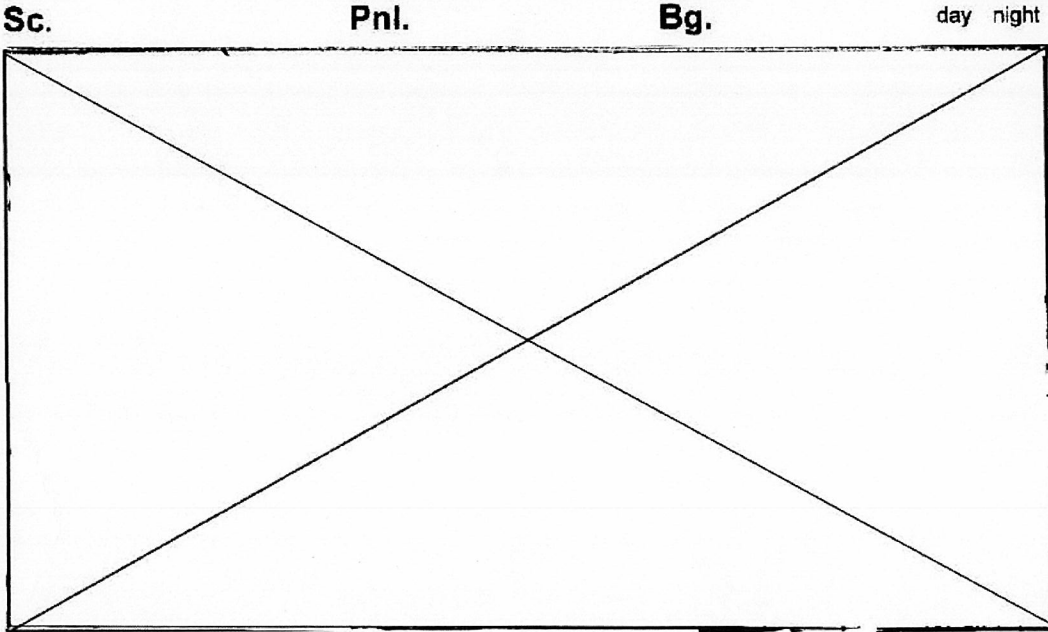


ADVENTURE TIME



no Scene 70

Page 82



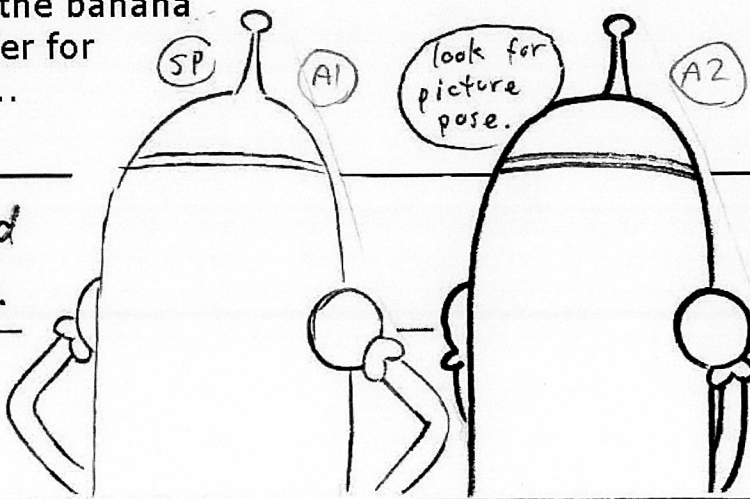
Dialog:

PB/ Ok, who's the banana guard leader for this week...

Action:

PB has assembled the Banana Guards.

Timing:



EPISODE # 1025-164

Production :

© 2011 This material is the Property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio, duplicated or used in any manner, except for production purposes, and may not be sold or transferred.

ADVENTURE TIME



Sc. 71

Pnl. B

Bg.

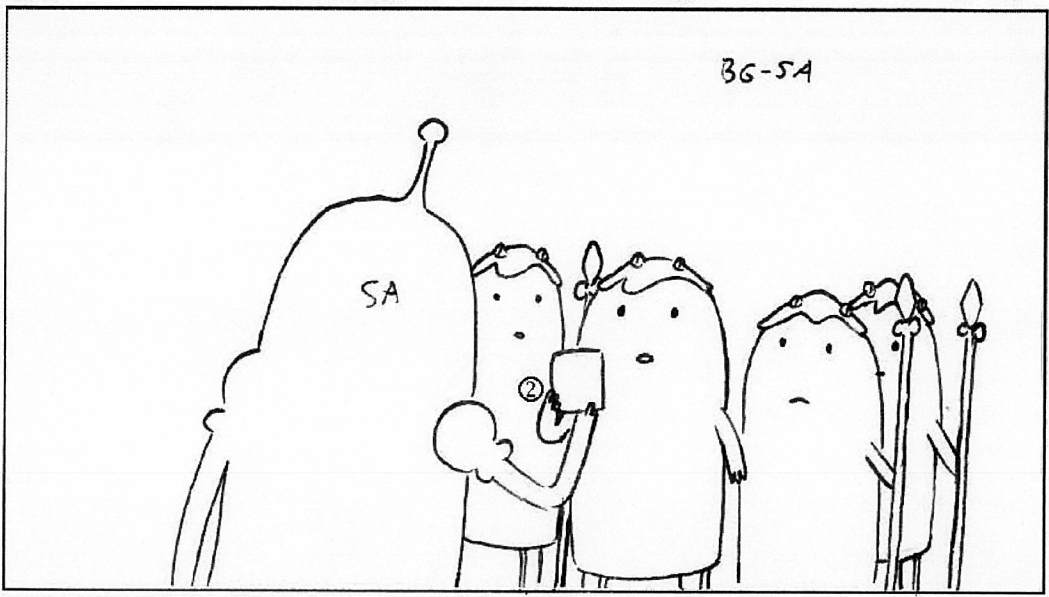
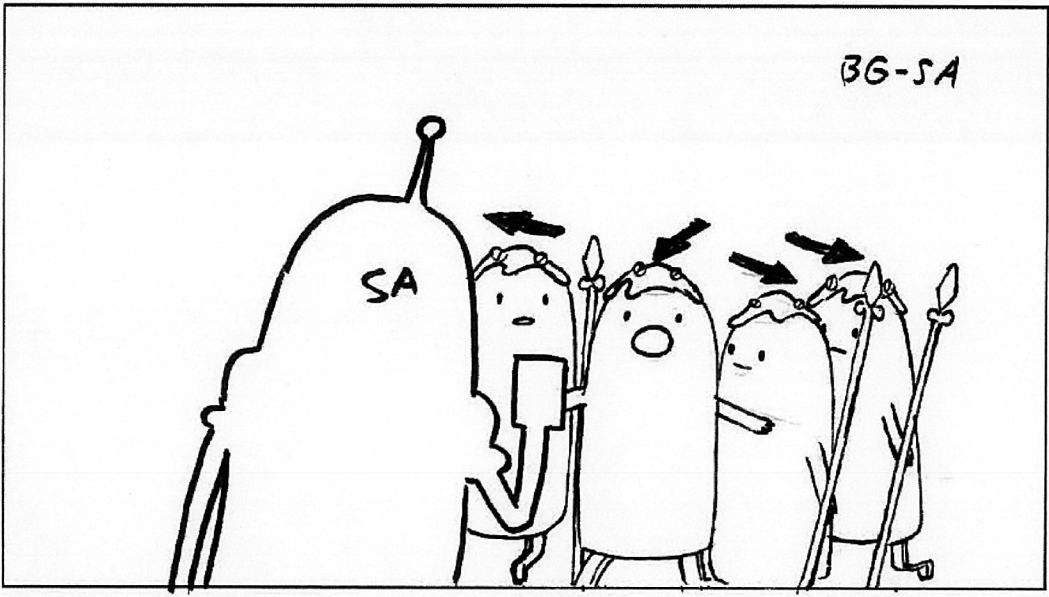
day night

Sc. 71

Pnl. C

Bg.

day night

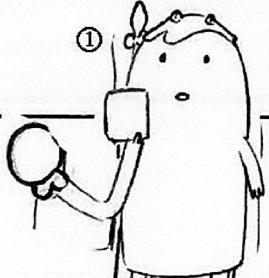


Dialog: BG#1 I'm the leader.

PB: This picture should help you find the Jameses.

Action: One of the Banana Guards pushes the other guards aside.

Timing:



© 2011 This material is the Property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio, duplicated or used in any manner, except for production purposes, and may not be sold or transferred.

EPISODE # 1025-164

Production :

ADVENTURE TIME



Sc. 72

Pnl. A

Bg.

day night

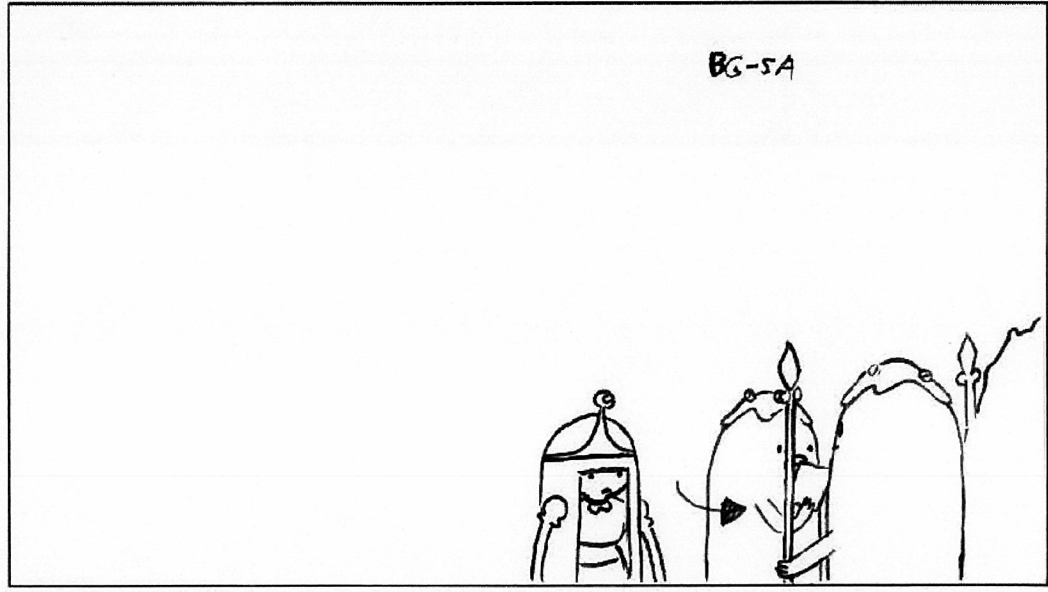


Sc. 72

Pnl. B

Bg.

day night



Dialog:

BG#1 Hey guys, this is a picture of one of the perpetrator.

Action:

BG turns around.

Timing:

EPISODE # 1025-164

Production :

© 2011 This material is the Property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio, duplicated or used in any manner except for production purposes, and may not be sold or transferred.

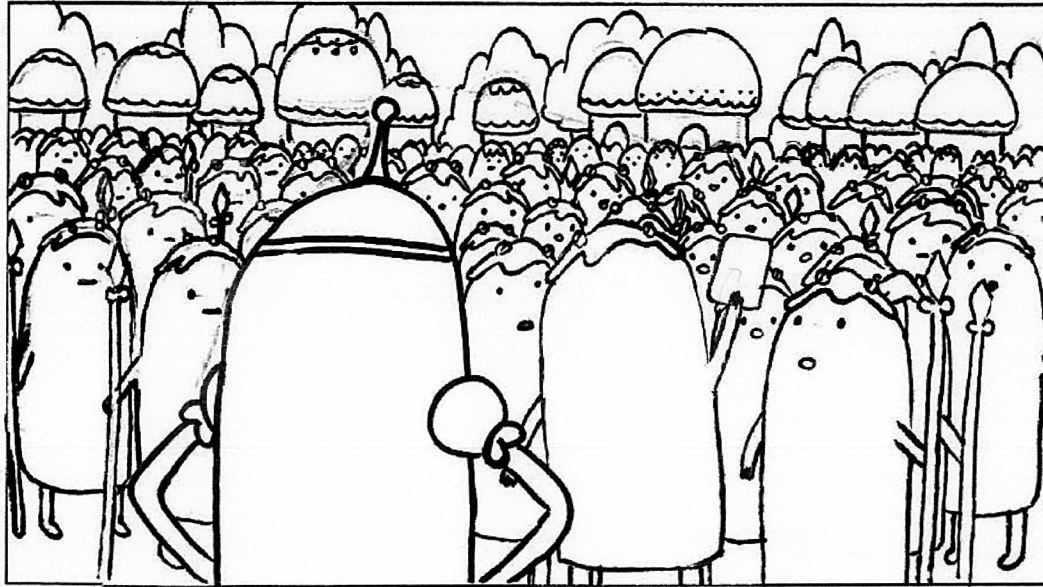


# ADVENTURE TIME

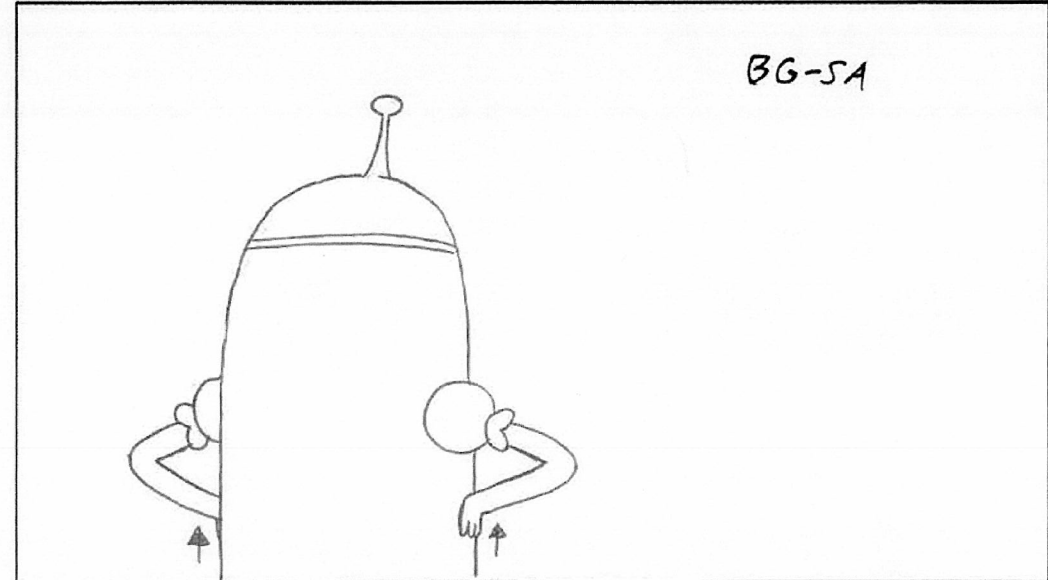


Page 85

Sc. 73 Pnl. A Bg. day night



Sc. 73 Pnl. B Bg. day night



Dialog: BG Take a good look!!

BG Crowd: Ooh... Ahhh...



PB: There's 25 of them.

Action: Banana Guards leader shows picture to the other Banana Guards.

-PB PUTS HANDS HIGHER ON HIPS.

Timing:

EPISODE # 1025-164

Production :

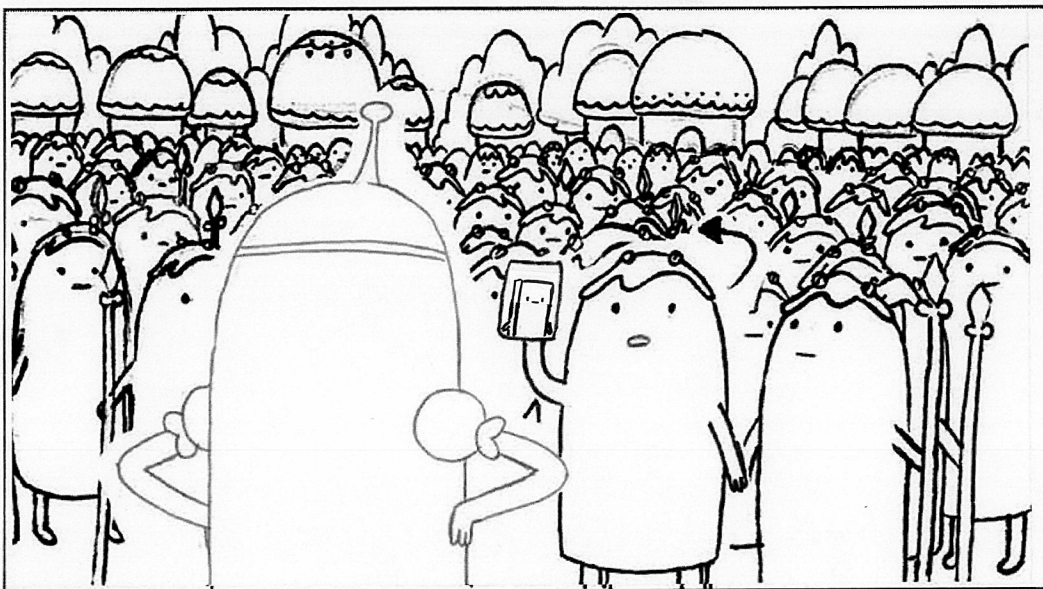


ADVENTURE TIME

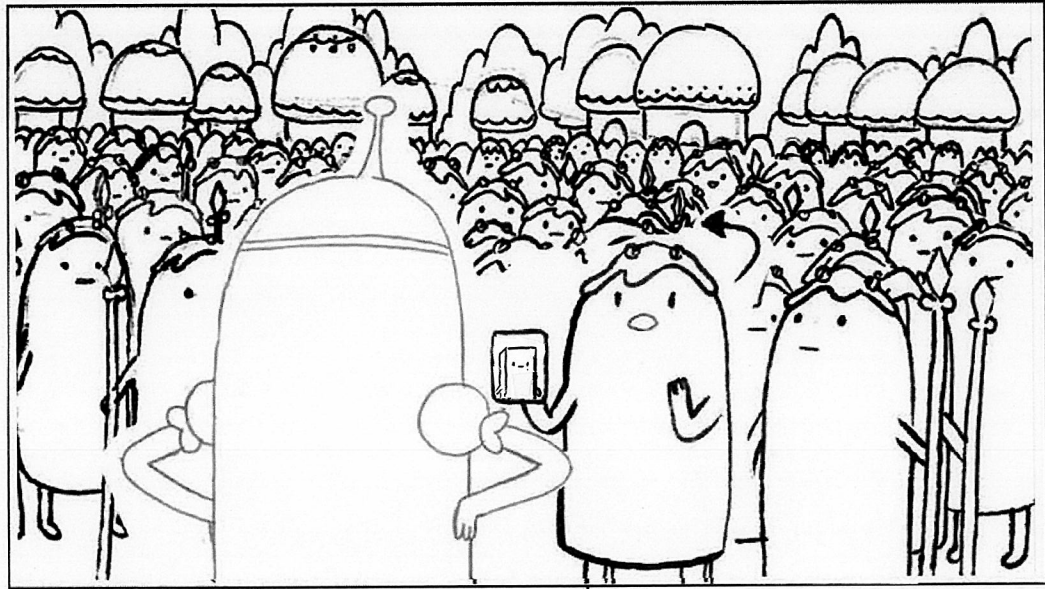


© 2011 This material is the property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio, duplicated or used in any manner except for production purposes, and may not be sold or transferred.

Sc. 73 Pnl. C Bg. day night



Sc. 73 Pnl. D Bg. day night

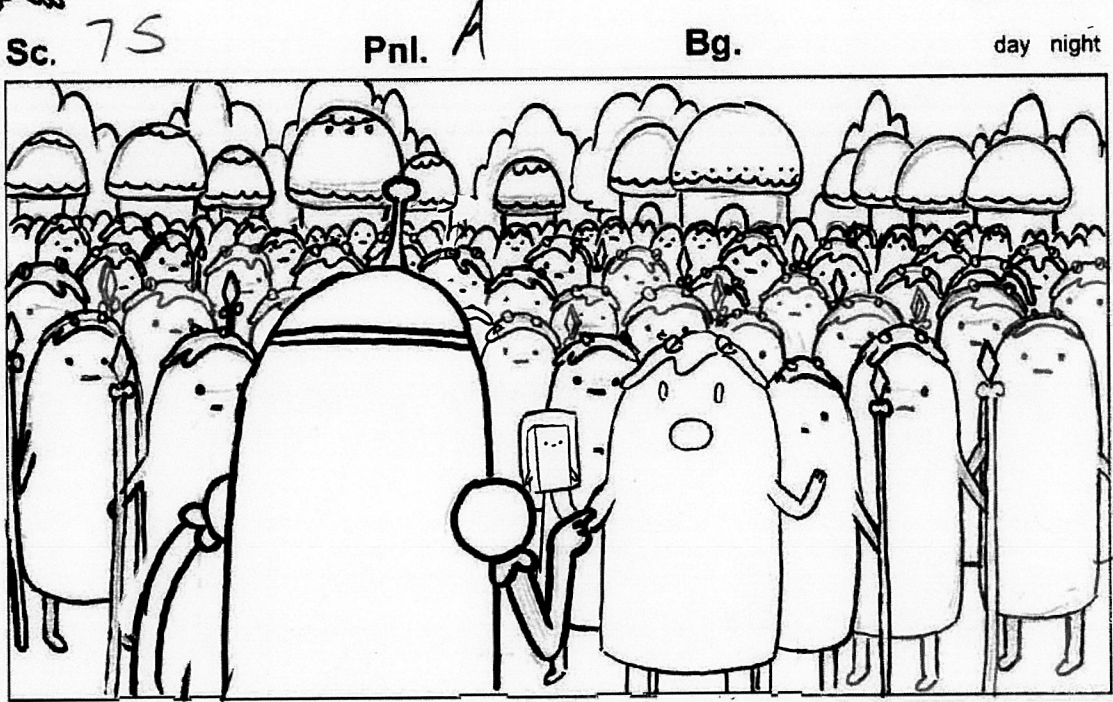
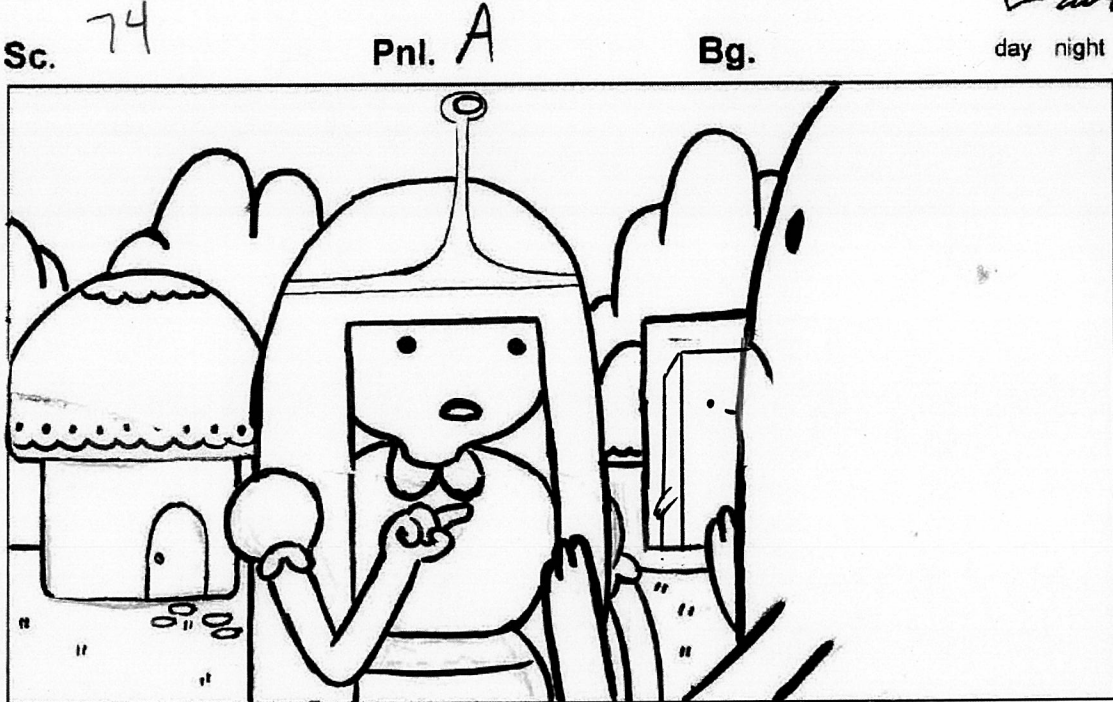


Dialog:	BG#1 I need to see the other 24 pictures.
Action:	BG#1 turns.
Timing:	

EPISODE # 1025-164 Production :

© 2011 This material is the property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio, duplicated or used in any manner, nor for production purposes, and may not be sold or transferred.

ADVENTURE TIME



Dialog: PB/ Nope you only need that one.

Action: - PB POINTS AT PICTURE A-1 (SP)

Timing:

BG: What?!....

(SP)



# ADVENTURE TIME



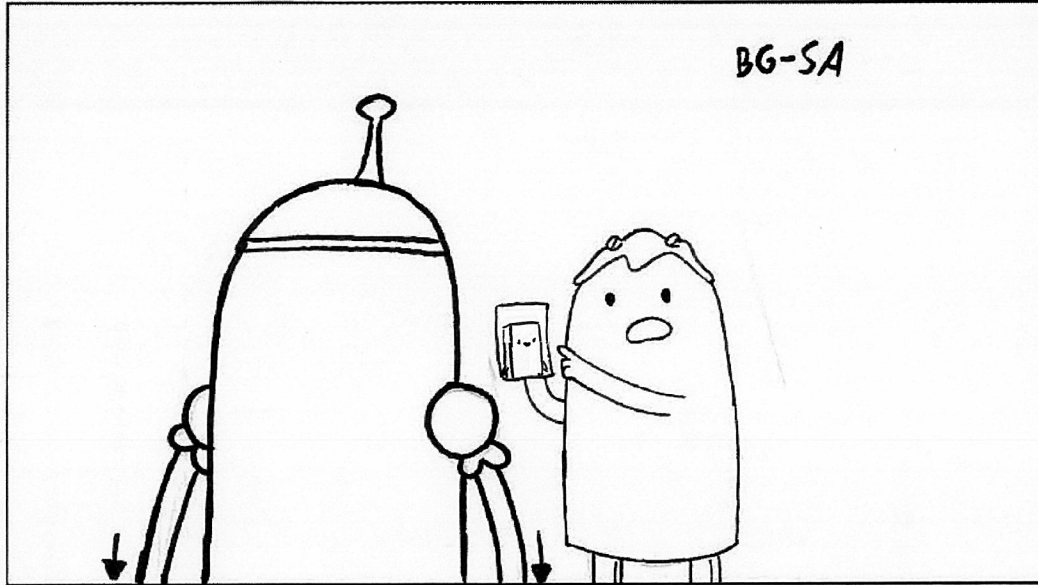
Page 88

Sc. 75

Pnl. B

Bg.

day night

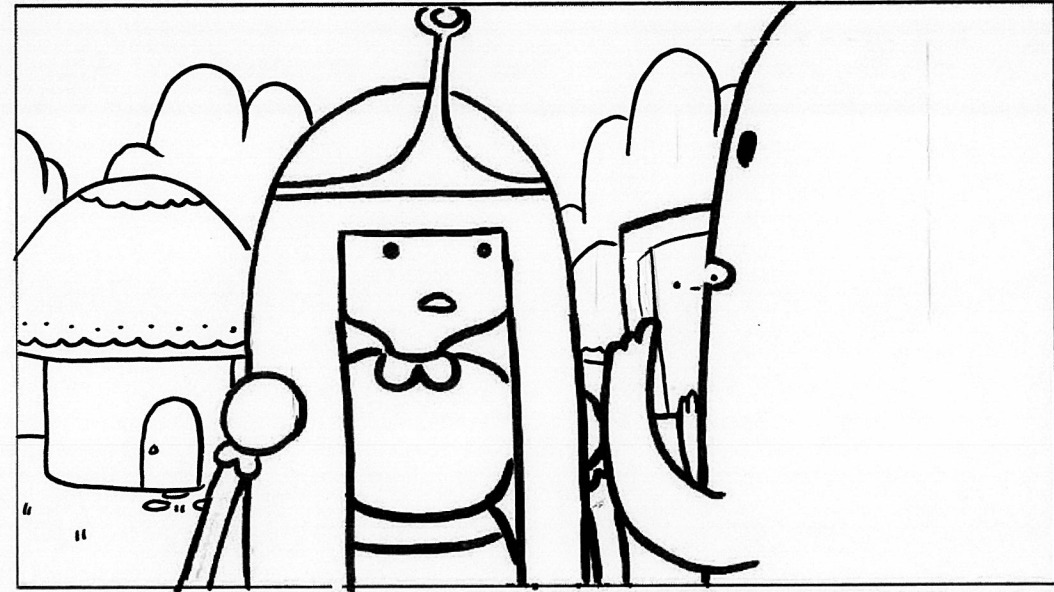


Sc. 76

Pnl. A

Bg.

day night



Dialog:

BG: How could one picture  
identify 25 perpetrators.

Action:

Timing:

EPISODE # 1025-164

Production :

# ADVENTURE TIME



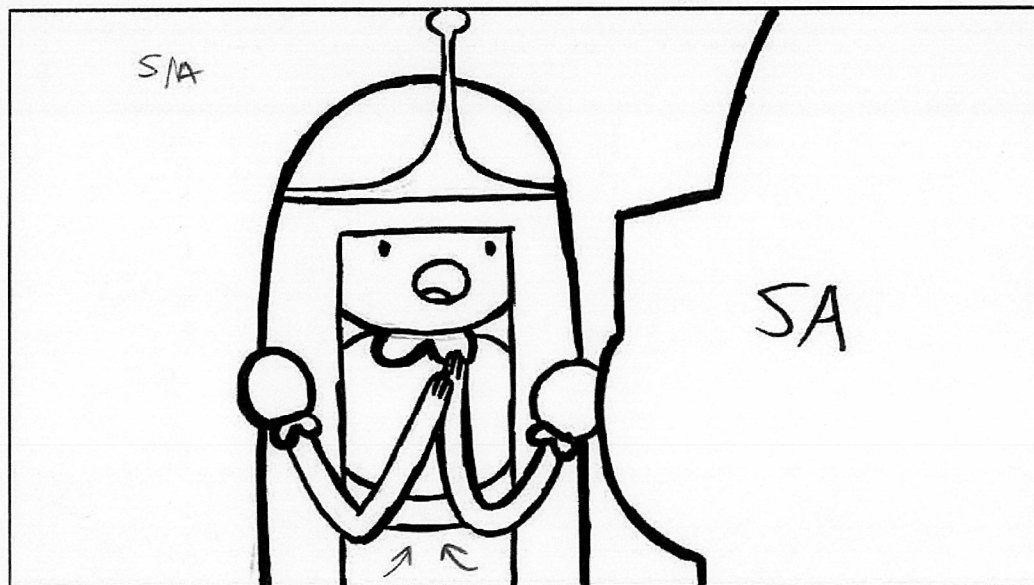
Page 89

Sc. 76

Pnl. B

Bg.

day night

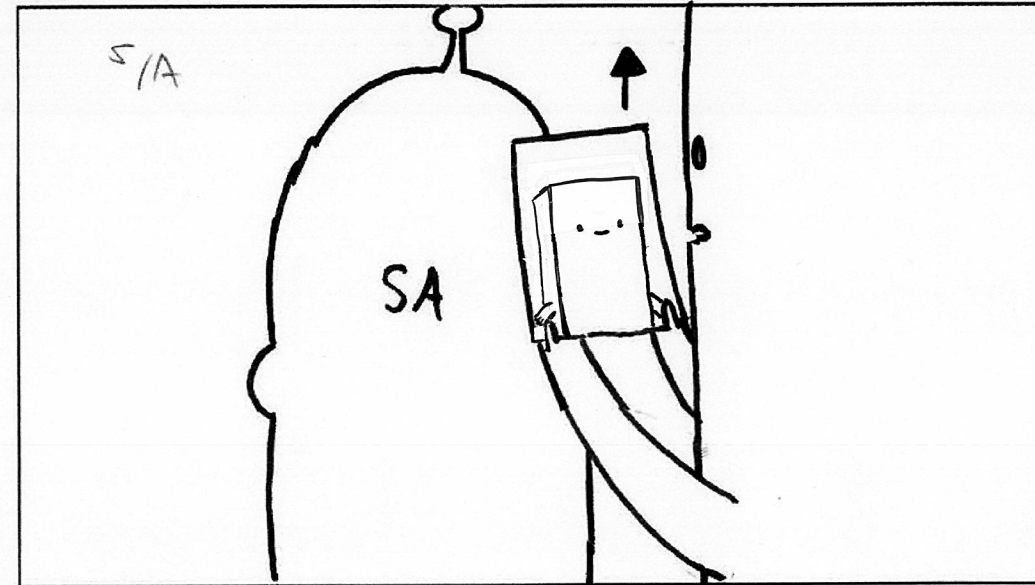


Sc. 76

Pnl. C

Bg.

day night



Dialog:

PB/ It's because they all look the same.

Action:

BG looks at picture.

Timing:

EPISODE # 1025-164

Production :



# ADVENTURE TIME



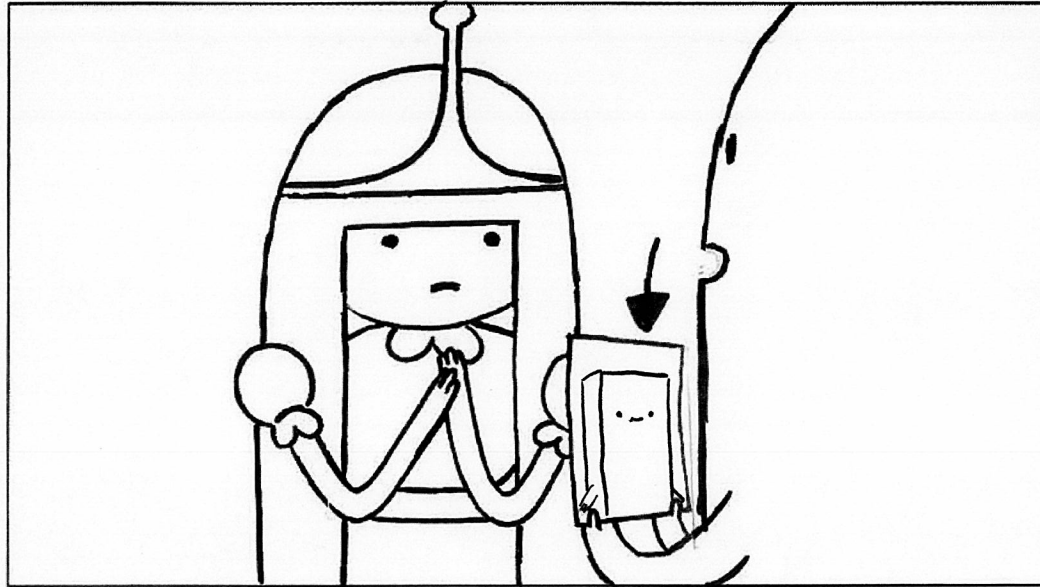
Page 90

Sc. 76

Pnl. D

Bg.

day night

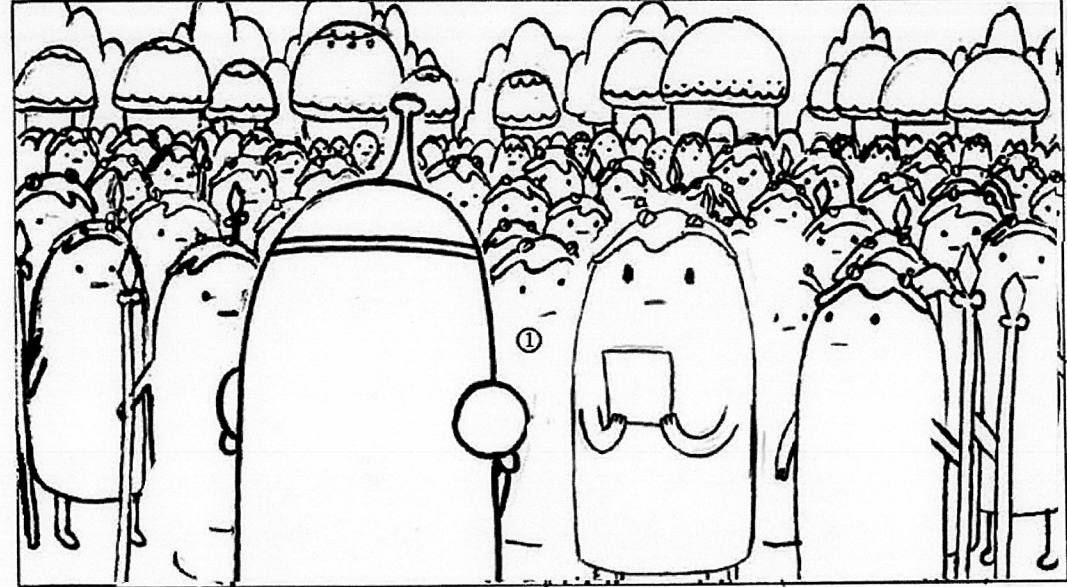


Sc. 77

Pnl. A

Bg.

day night



Dialog:

BG/ Oh okay I see.

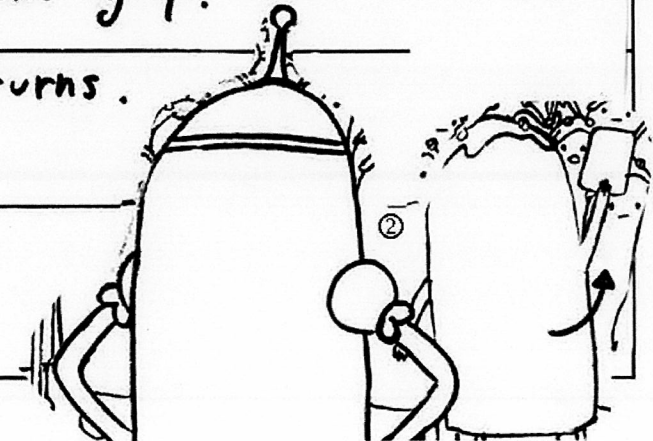
Action:

Then back at PB.

Timing:

BG: There's 25 of them!! They all look like this guy!

BG turns.



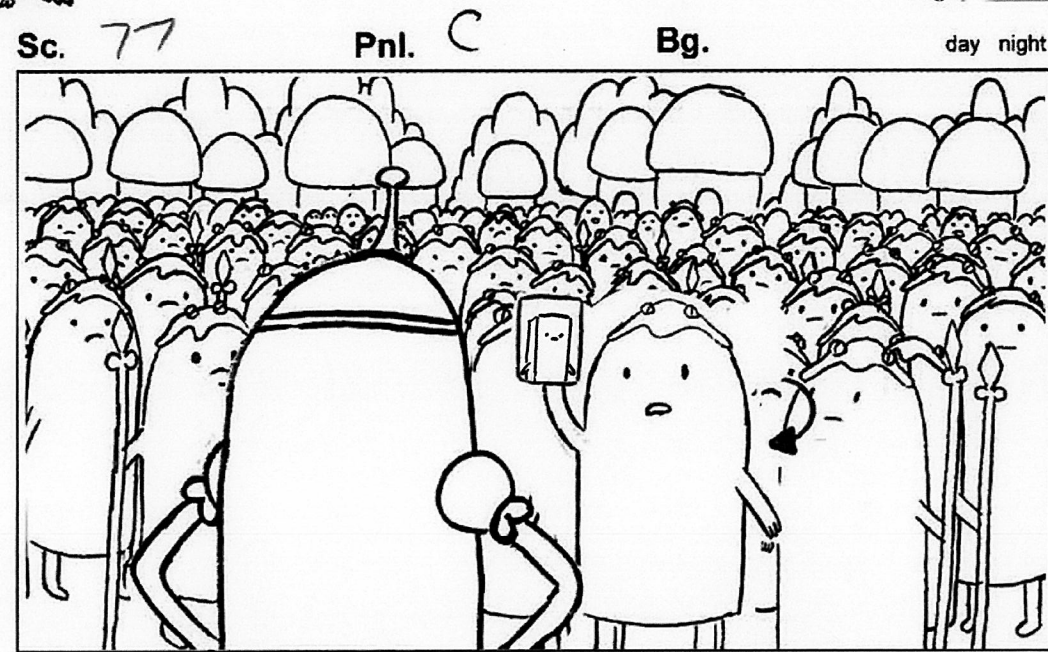
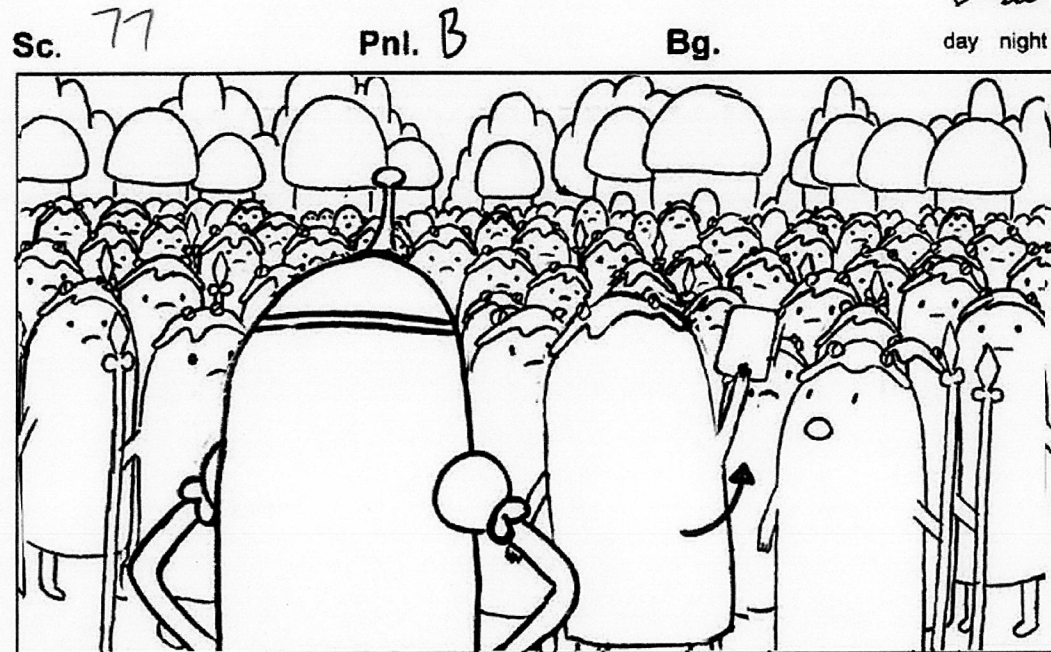
EPISODE # 1025-164

Production :

# ADVENTURE TIME



Page 91



Dialog: ( BG #2 : How can 25 guys look like one guy?! You mean they're viginti quintuplets?!

BG #1 You mean they're viginti quintuplets?..

Action:

- BG #1 TURNS BACK TOWARDS PB

Timing:

EPISODE # 1025-164

Production :



# ADVENTURE TIME



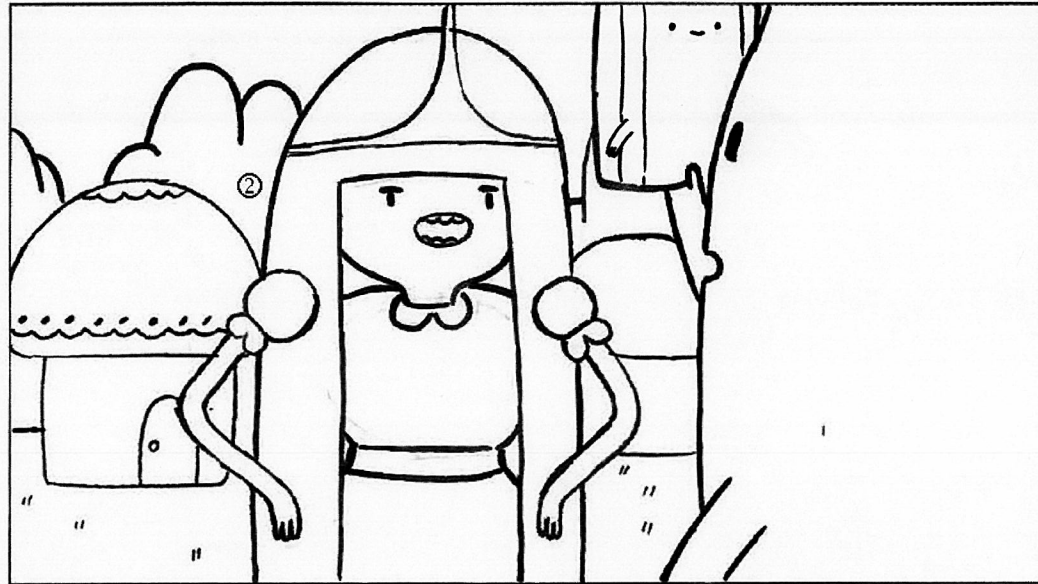
Page 92

Sc. 78

Pnl. A

Bg.

day night

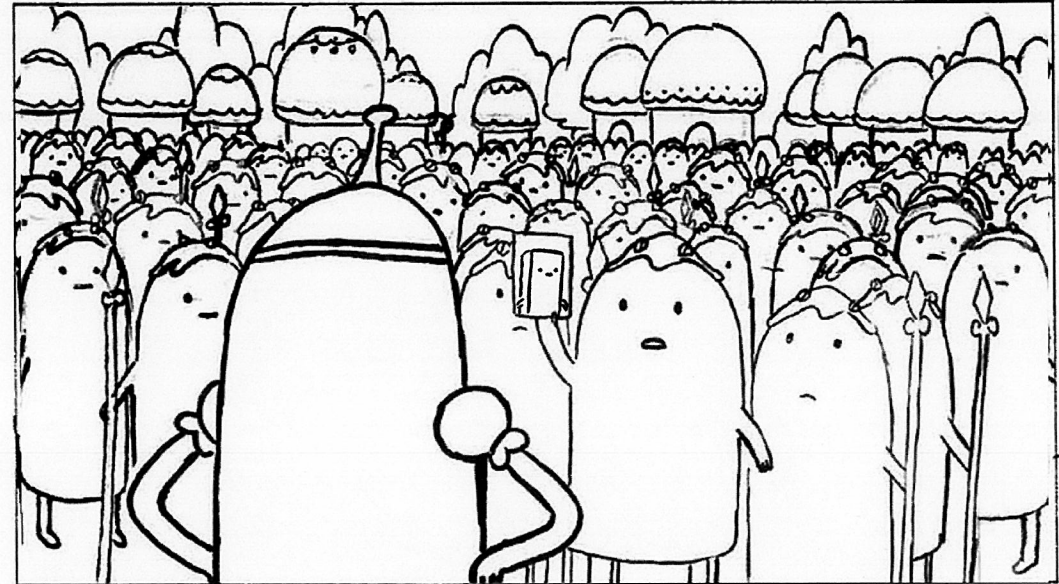


Sc. 79

Pnl. A

Bg.

day night



EPISODE # 1025-164

Production :

Dialog:

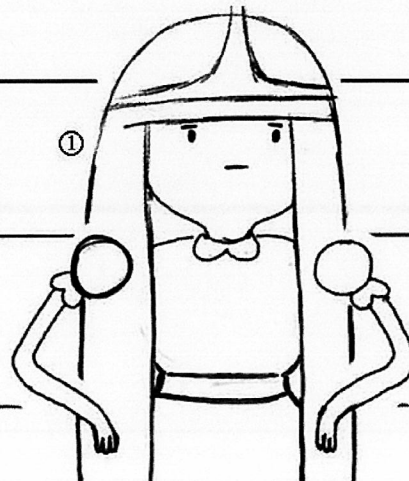
PB: No... they're clones.

BG #2

what are clones?

Action:

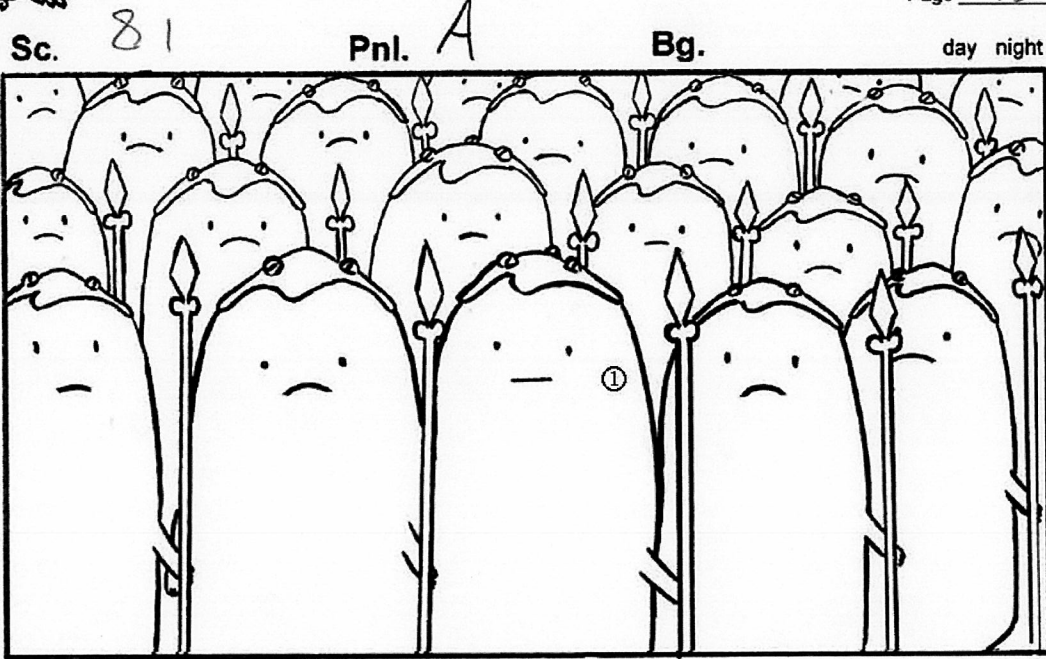
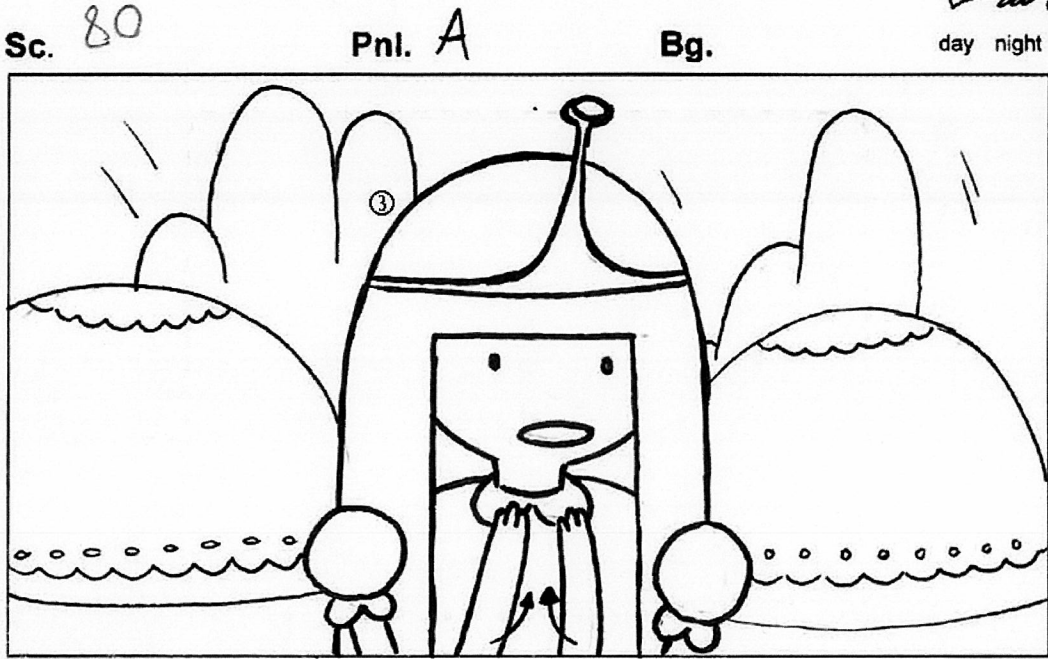
Timing:



ADVENTURE TIME



© 2011 This material is the property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio, duplicated or used in any manner, except for production purposes, and may not be sold or transferred.

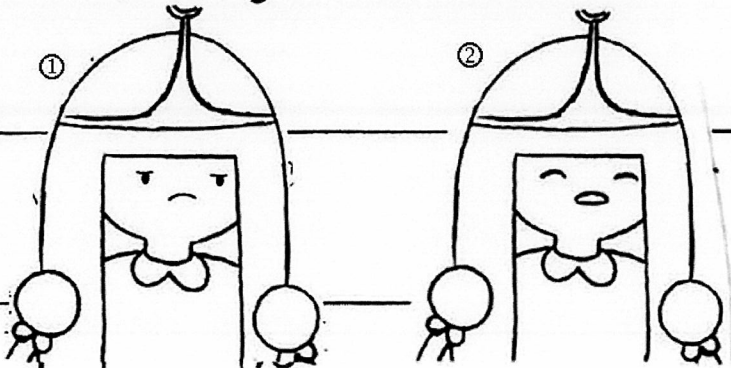


Dialog: PB: A group of organisms or cells produced asexually from one ancestor or stock to which they are genetically identical.

BG #2 How did that happen?

Action:

Timing:



EPISODE # 1025-164

Production :



# ADVENTURE TIME



next pg. 97

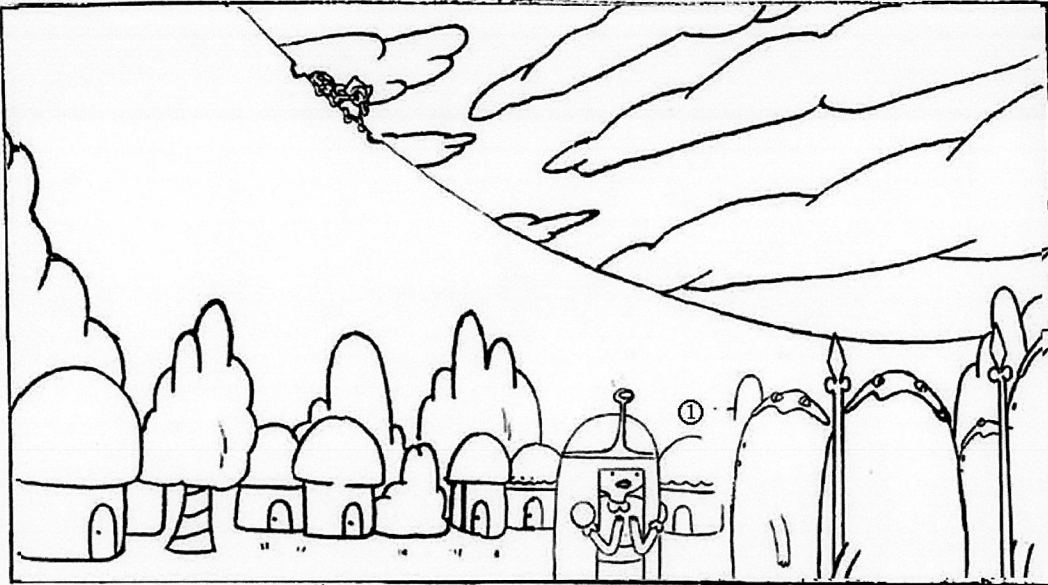
Page 94

Sc. 82

Pnl. A

Bg.

day night

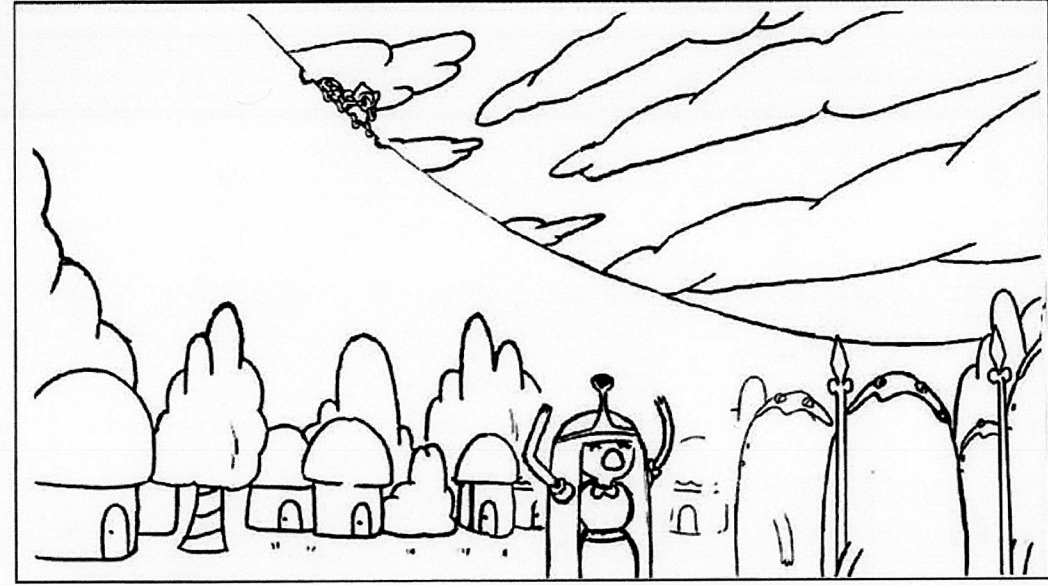


Sc. 82

Pnl. B

Bg.

day night



EPISODE # 1025-164

Production :

Dialog:

PB: It's a long story...

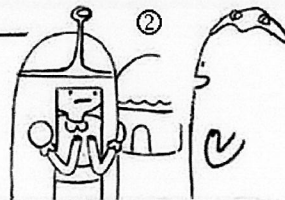
BG#1 I love long stories...

PB: Ah! There's no time!!

Action:

- BG#1 TURNS BACK TOWARDS BGs.

Timing:



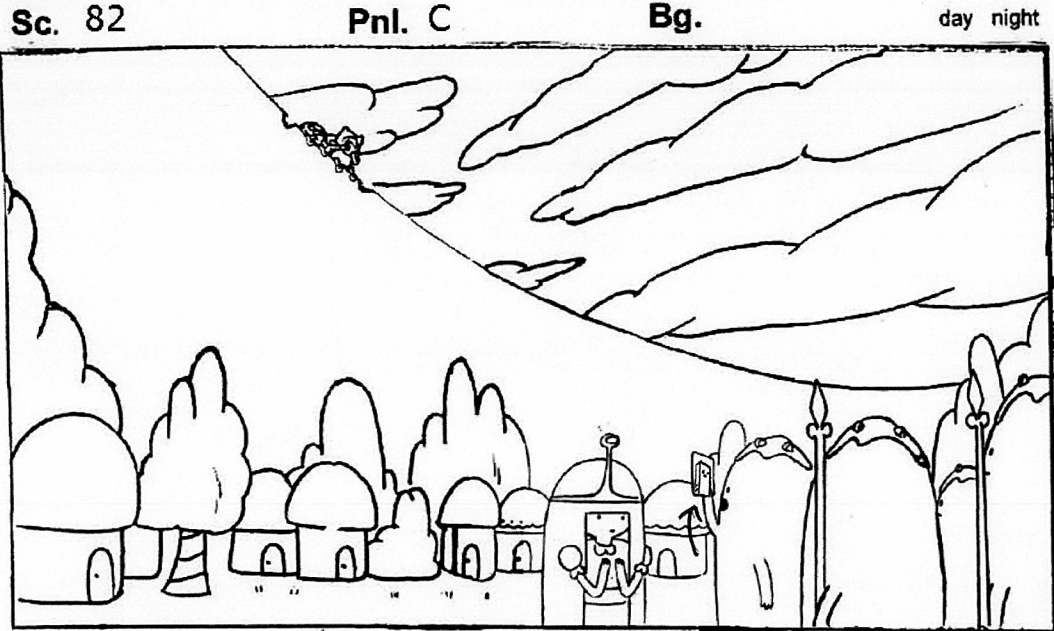
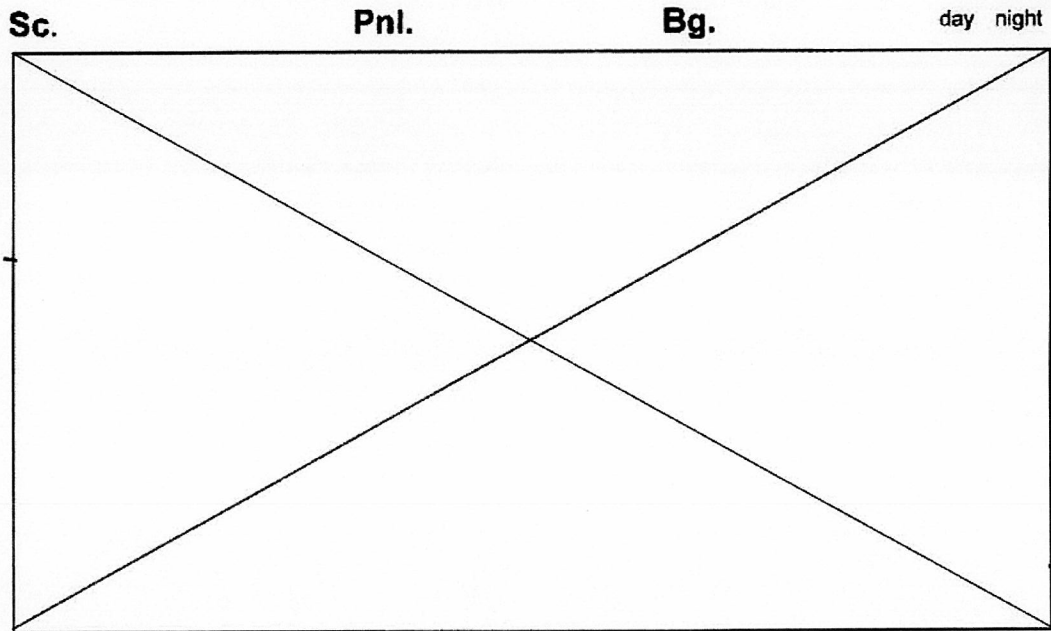
ADVENTURE TIME



no pgs 95-96

Page 97

© 2011 This material is the property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio, duplicated or used in any manner except for production purposes, and may not be sold or transferred.



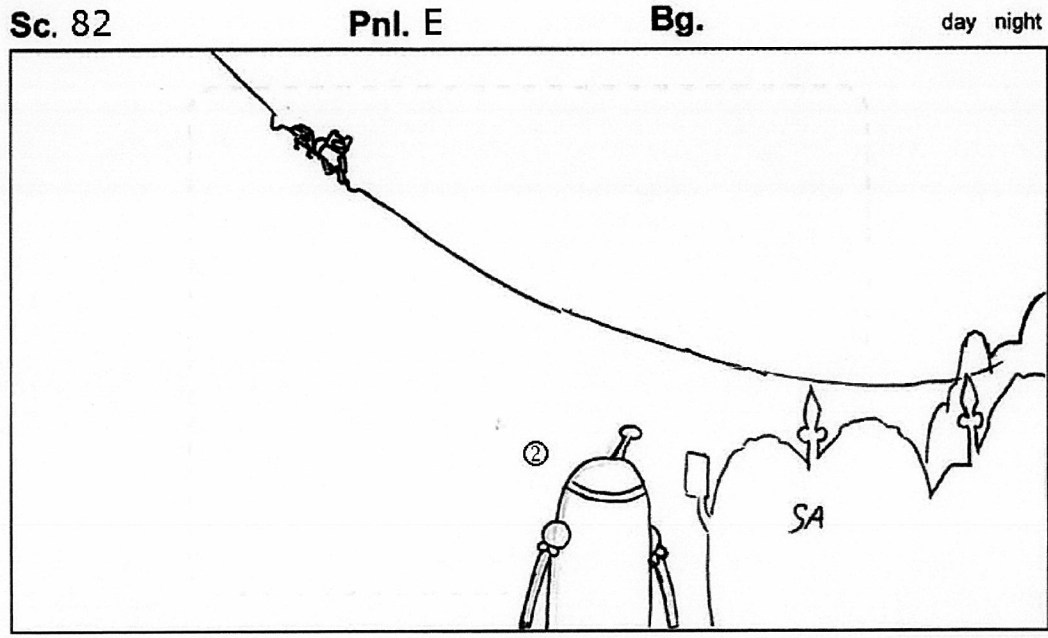
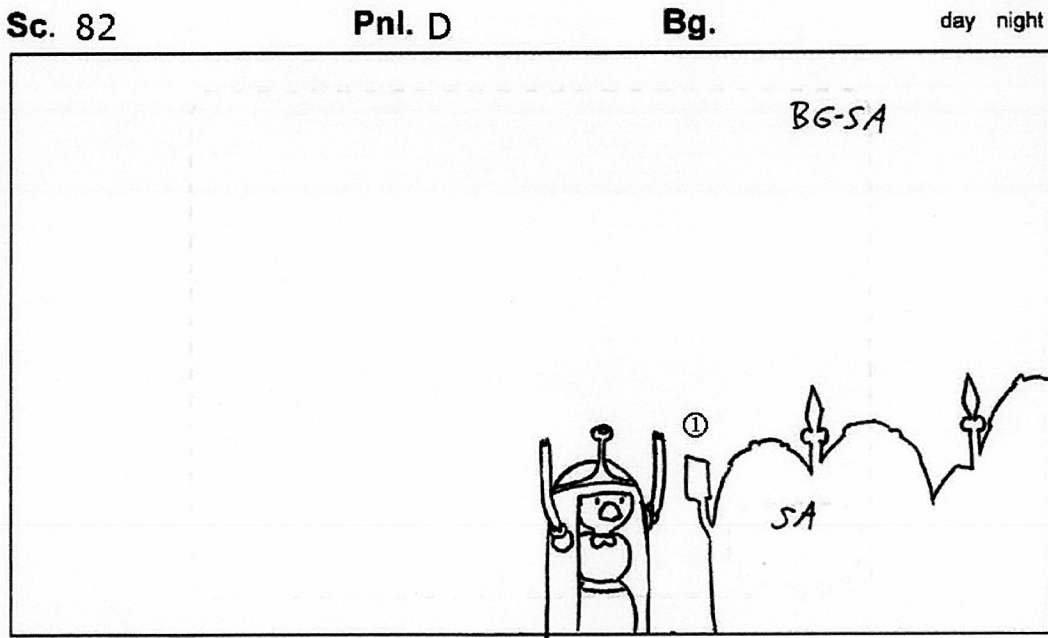
Dialog:	BG#1/ And they're not brothers?
Action:	
Timing:	

EPISODE # 1025-164  
Production :

ADVENTURE TIME

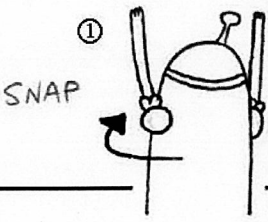


© 2011 This material is the property of The Cartoon Network, Inc. It is unpublished and must not be used in any manner except for production purposes, and may not be sold or transferred.



Dialog: PB/ No they're not brothers... they're clones!  
F+J : [ LOUD LAUGHING ]

Action: F+J laughing. PB hears laughing. -PB turns, looks at F+J.





ADVENTURE TIME



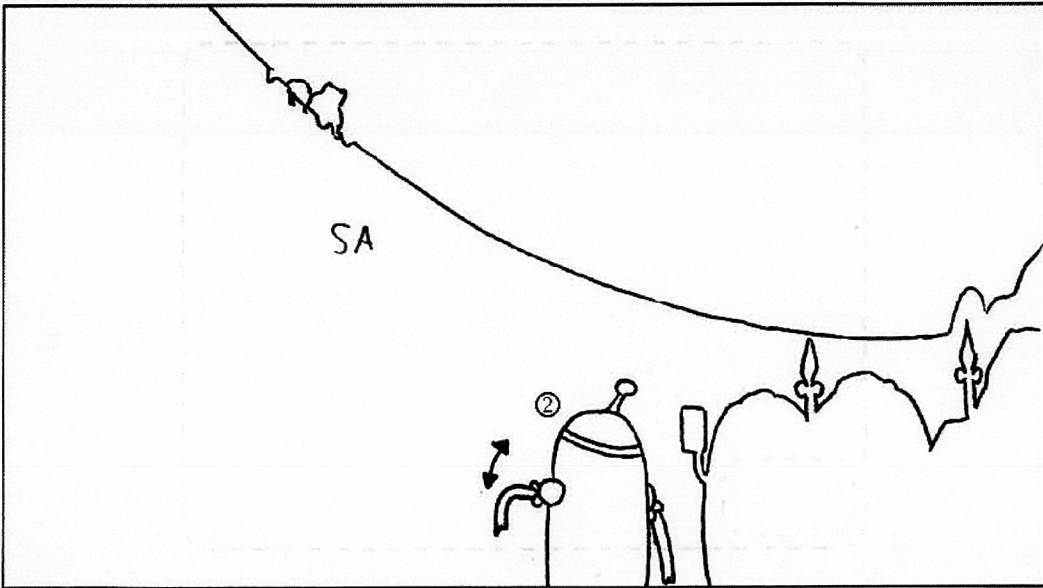
Page 99

Sc. 82

Pnl. F

Bg.

day night

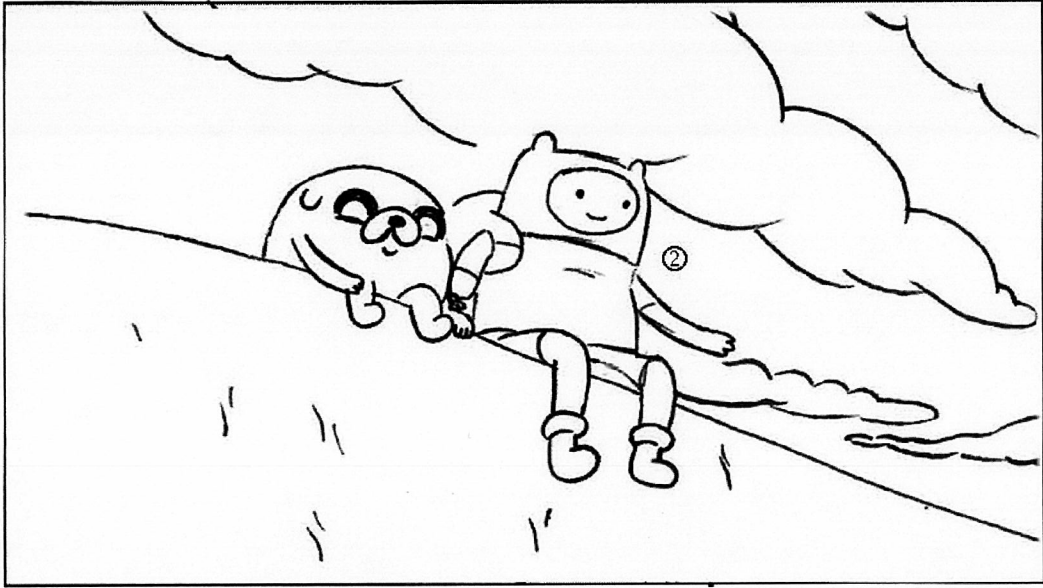


Sc. 82A

Pnl. A

Bg.

day night



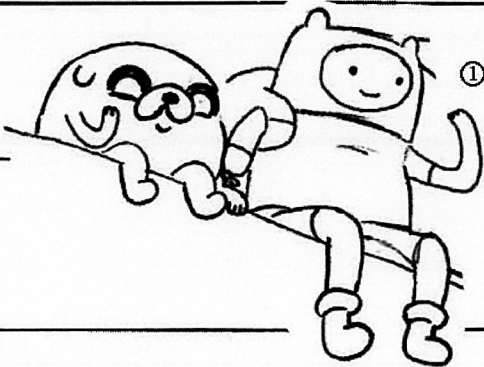
Dialog:

PB/ HEY! GET DOWN HERE AND HELP ME!

Action:

- F+J motion PB to come up.

Timing:



EPISODE # 1025-164

Production :



No sc. 83-84

# ADVENTURE TIME



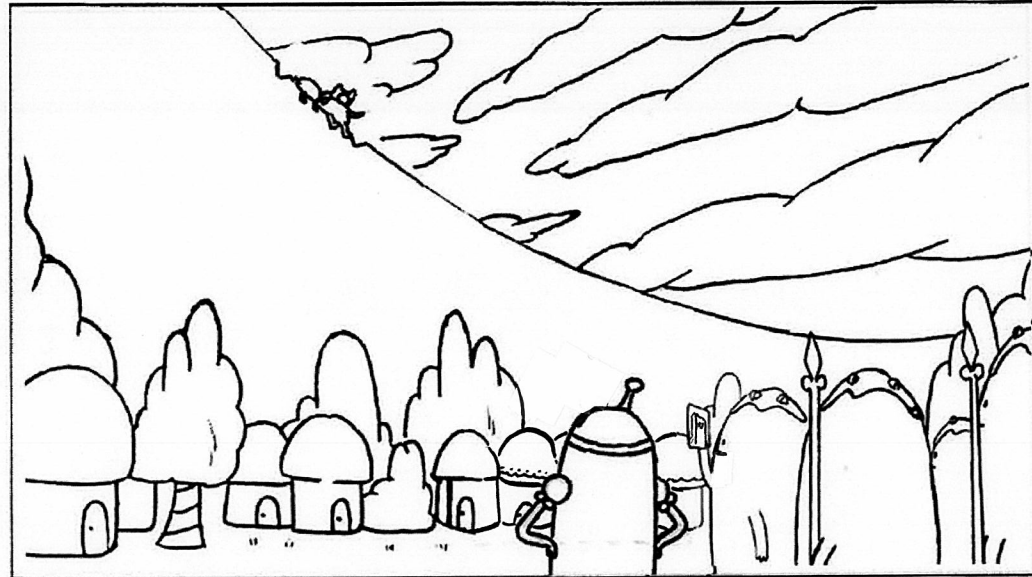
Page 100

Sc. 85

Pnl. A

Bg.

day night

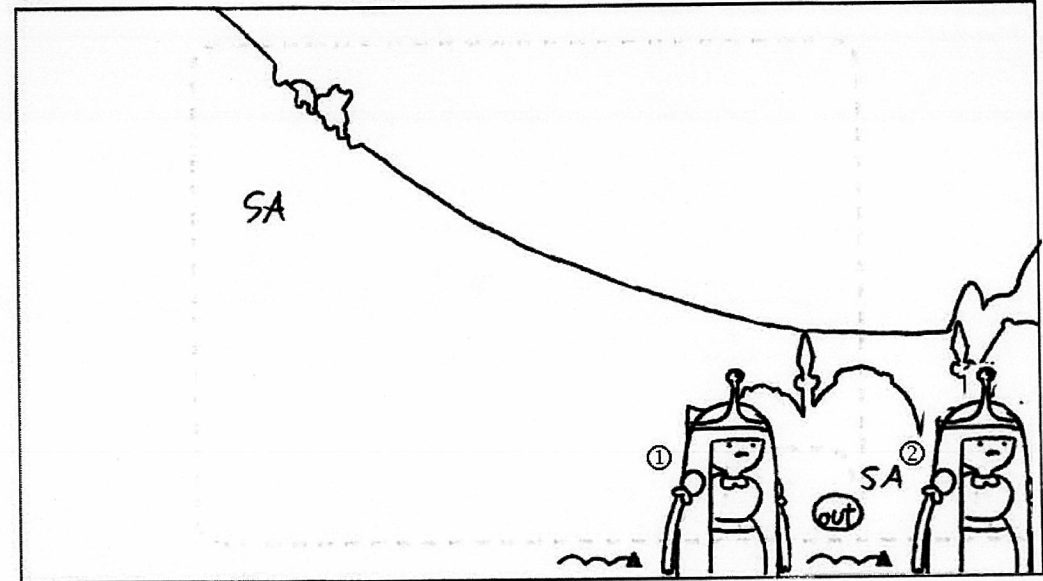


Sc. 85

Pnl. B

Bg.

day night



Dialog:

PB/ [Sigh]

PB/ [grumbled] Vigintiquintuplets...

Action:

- PB grumbles.

-PB WALKS  
OFF/S

Wipe

Timing:

EPISODE # 1025-164

Production :

# ADVENTURE TIME



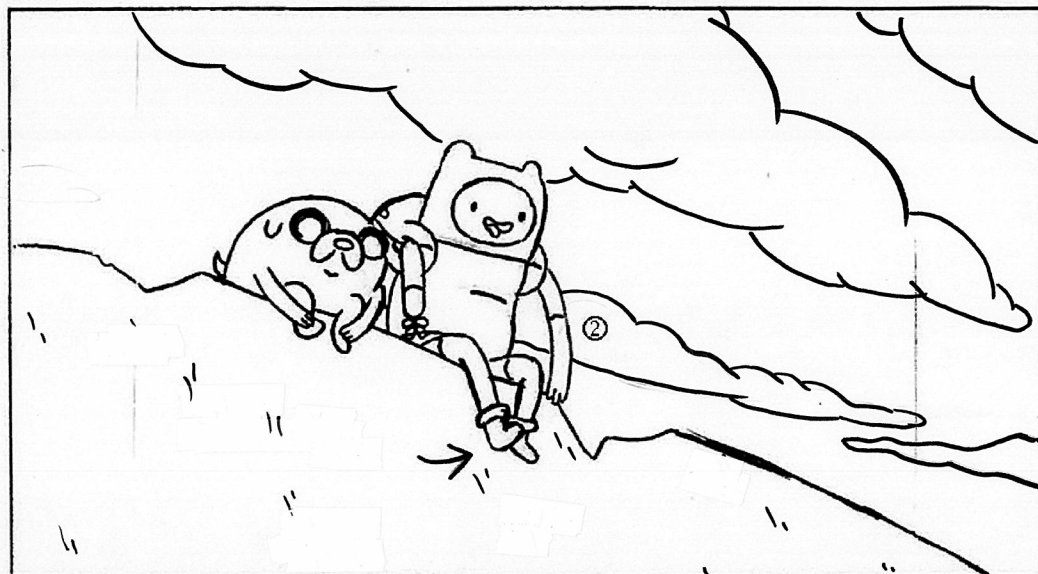
Page 101

Sc. 86

Pnl. A

Bg.

day night

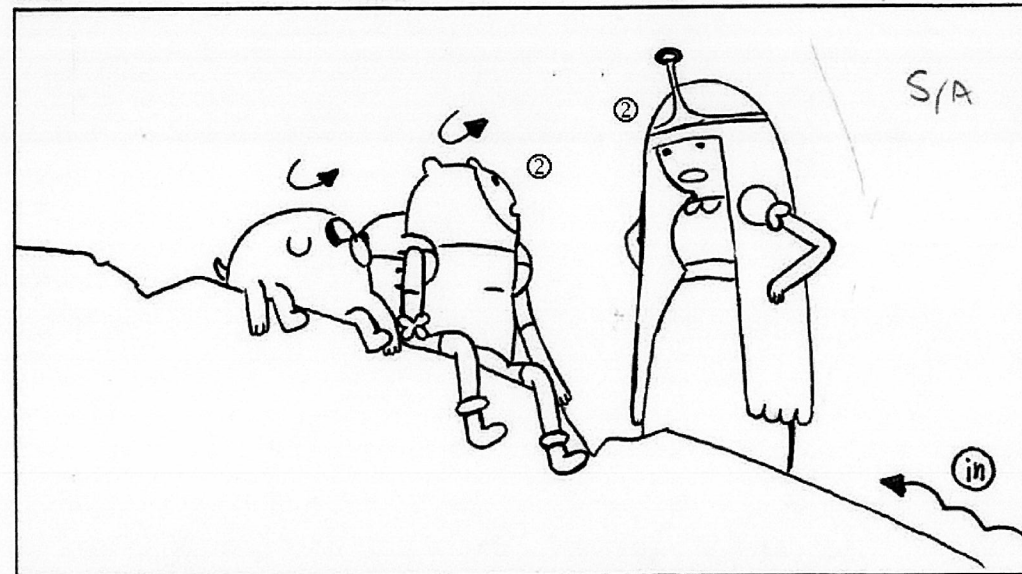


Sc. 86

Pnl. B

Bg.

day night



Dialog:

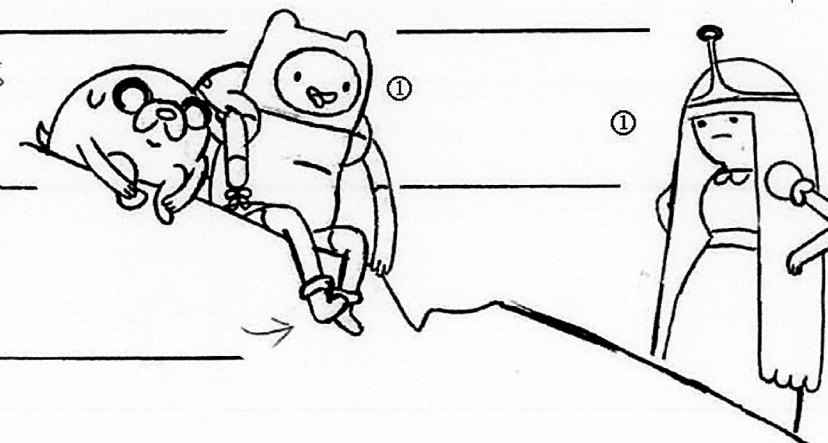
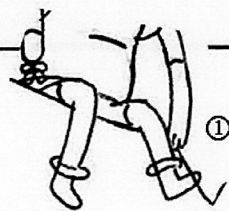
PB: What are you doing?  
- Why aren't you helping?

Action:

- F. KICKS HIS LEGS BACK AND FORTH.

- PB WALKS ON/S  
- F+J TURN

Timing:



Production :

# ADVENTURE TIME



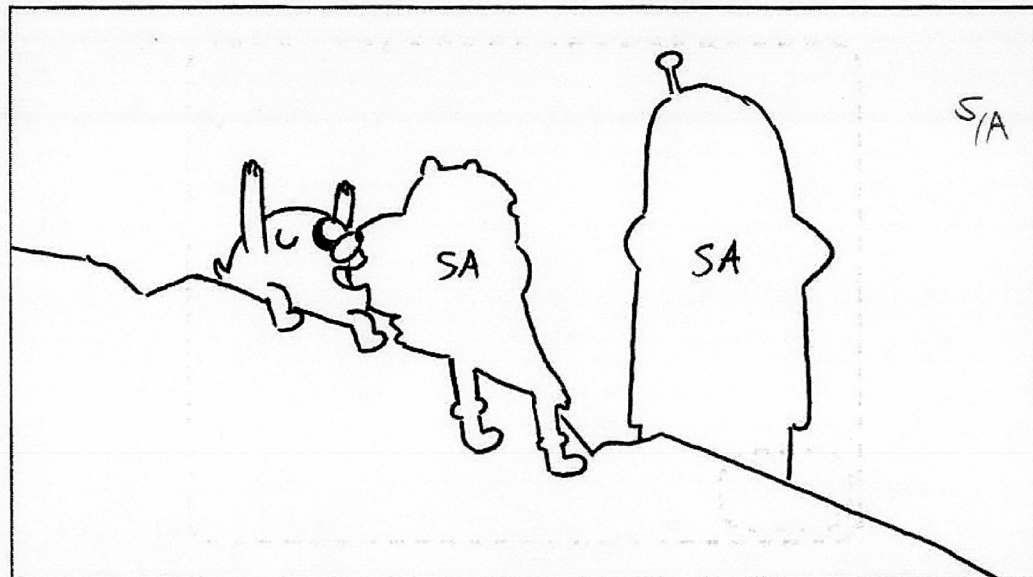
Page 102

Sc. 86

Pnl. C

Bg.

day night

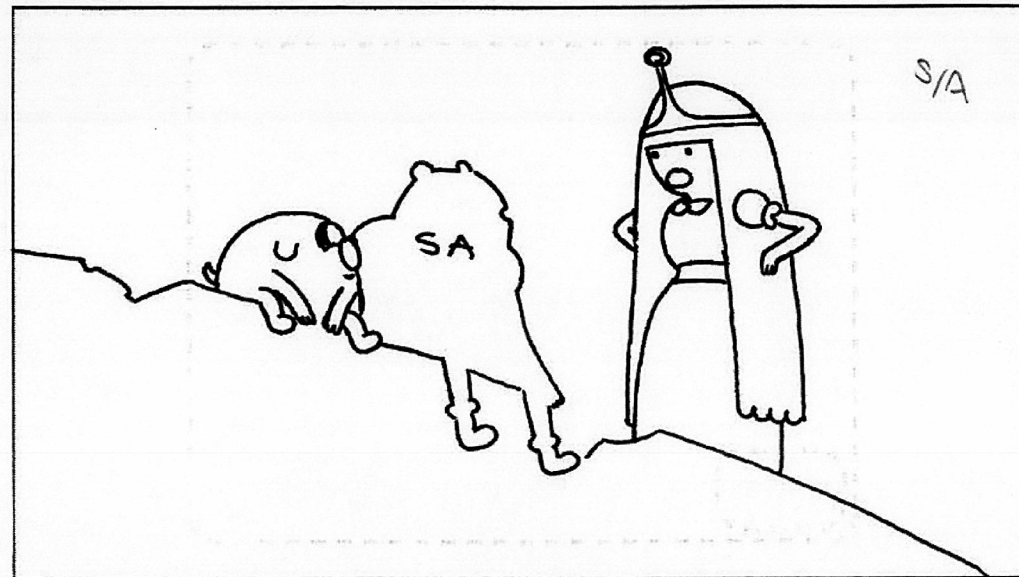


Sc. 86

Pnl. D

Bg.

day night



Dialog:

J: C'mon Peeps! Just sit here  
with us for five minutes.

PB: Why?...

Action:

Timing:

EPISODE # 1025-164

Production :



# ADVENTURE TIME



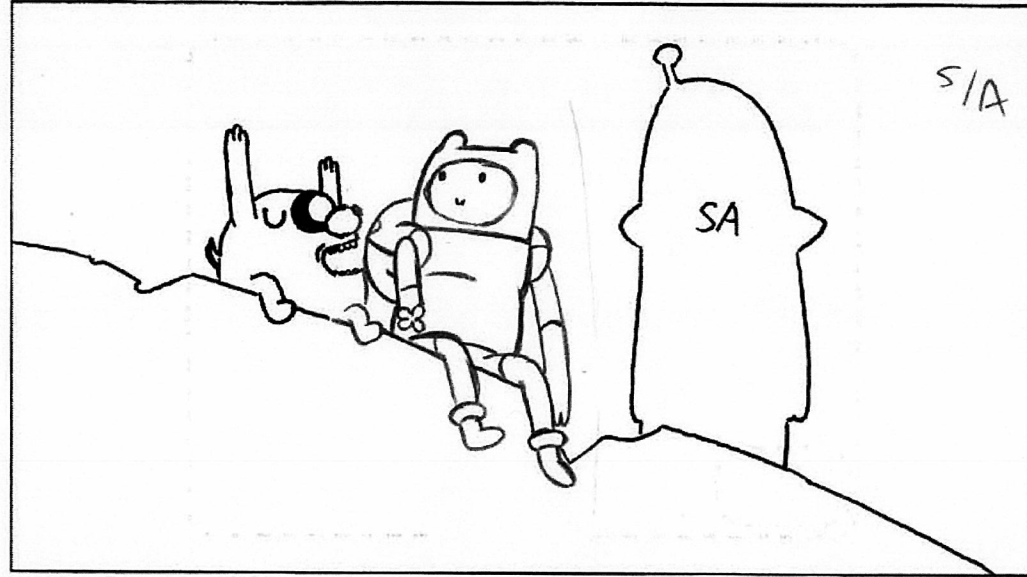
Page 103

Sc. 86

Pnl. E

Bg.

day night

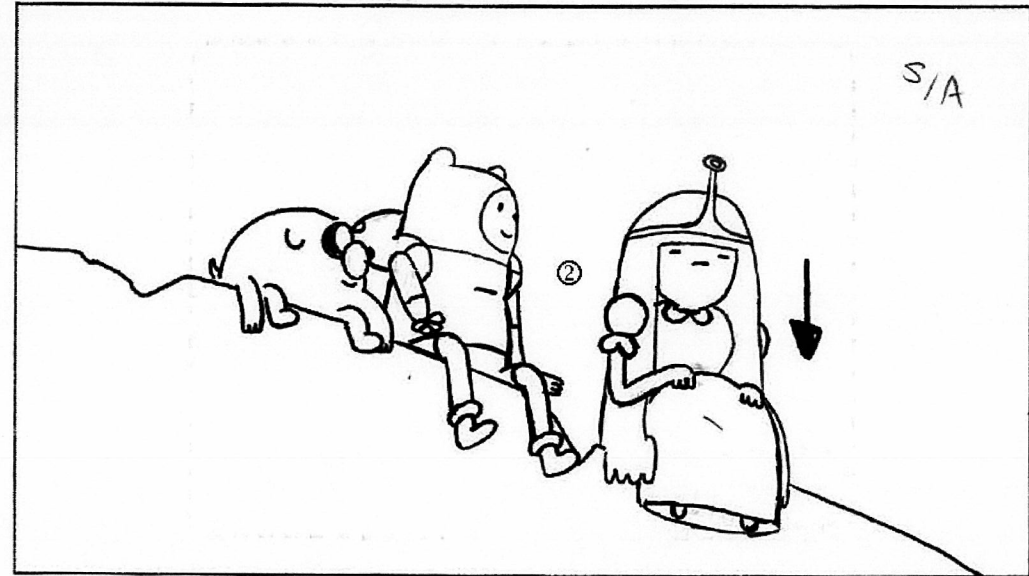


Sc. 86

Pnl. F

Bg.

day night



Dialog:

J: C'mon five minutes...

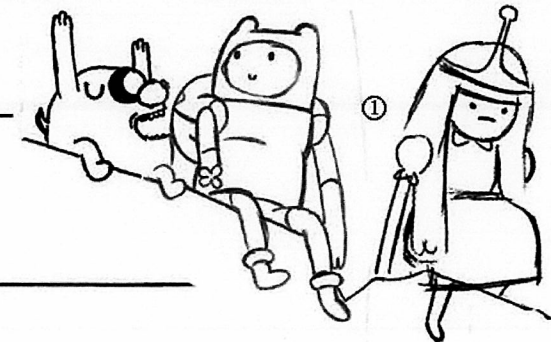
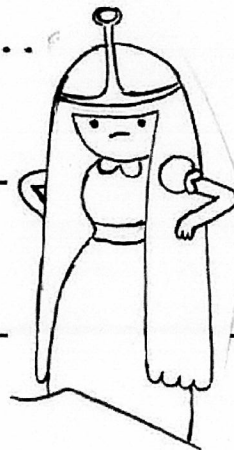
PB: [SIGH]

Action:

PB considers for a beat before sitting down.

PB sits down.

Timing:



EPISODE # 1025-164

Production :



ADVENTURE TIME



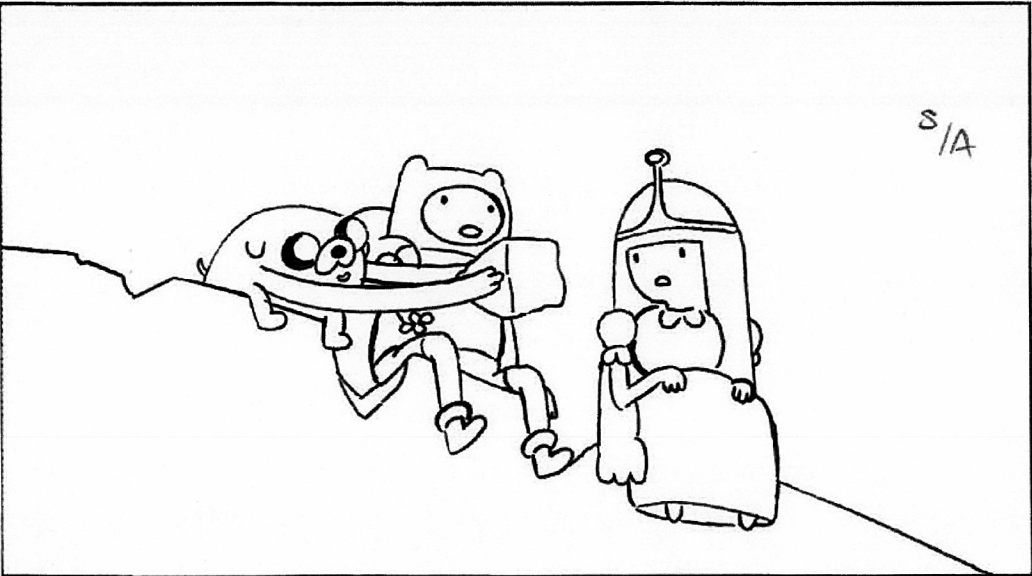
Page 104

Sc. 86

Pnl. G

Bg.

day night

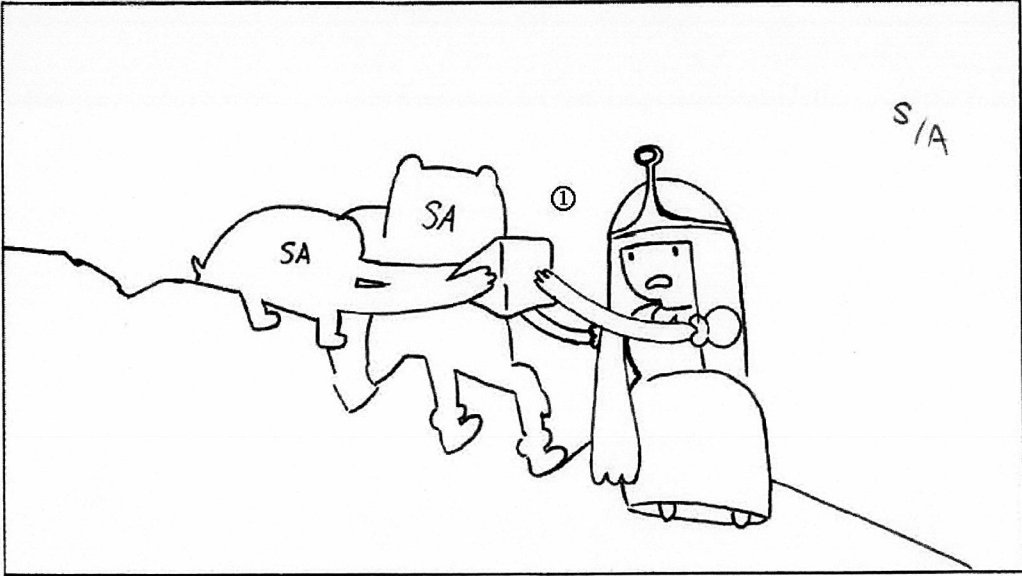


Sc. 86

Pnl. H

Bg.

day night



Dialog:

J: EH?

PB: Maybe just a brick.

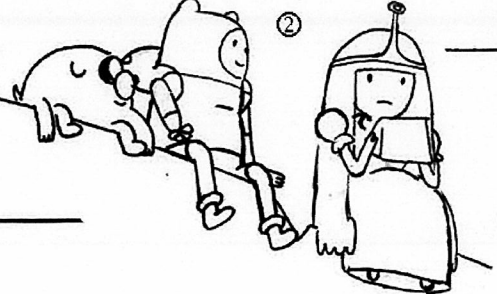
Action:

Take grabs/breaks  
roof chunk.



- PB TAKES CHUNK.

Timing:



EPISODE # 1025-164

Production :

© 2011 This material is the property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio, duplicated or used in any manner, except for production purposes, and may not be sold or transferred.

# ADVENTURE TIME



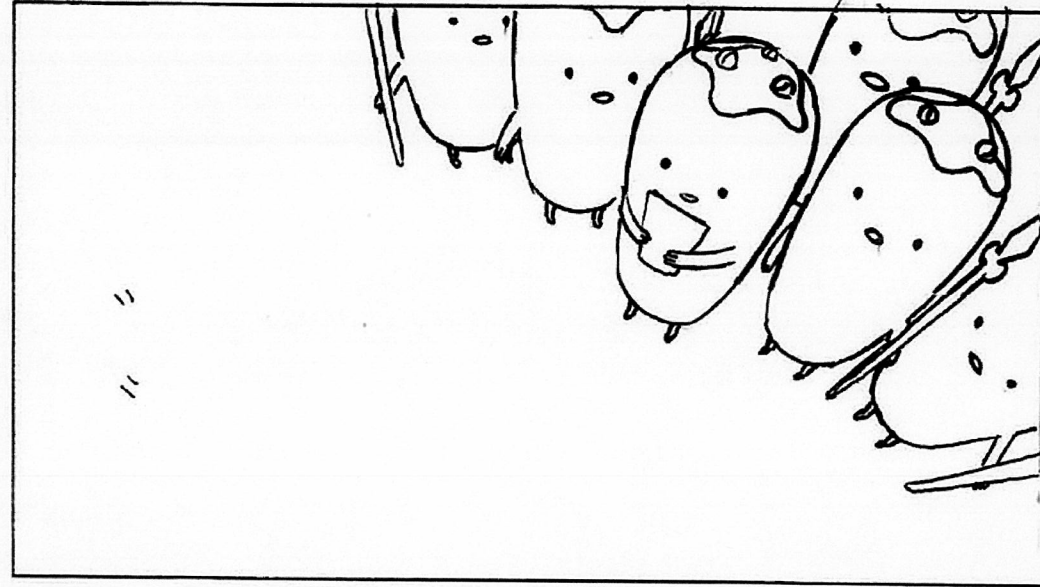
Page 105

Sc. 87

Pnl. A

Bg.

day night

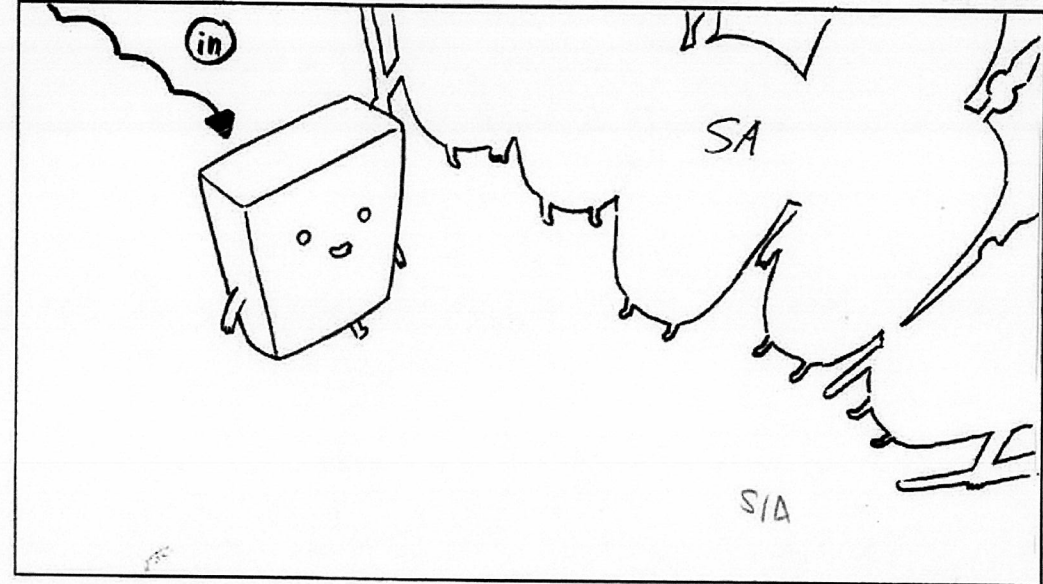


Sc. 87

Pnl. B

Bg.

day night



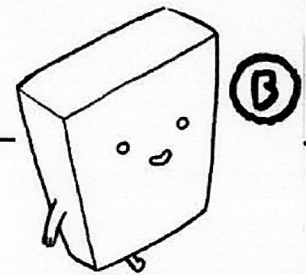
Dialog:

Action:

Down below BG leader holding picture of James.



A James walks on by.



Timing:

EPISODE # 1025-164

Production :

# ADVENTURE TIME



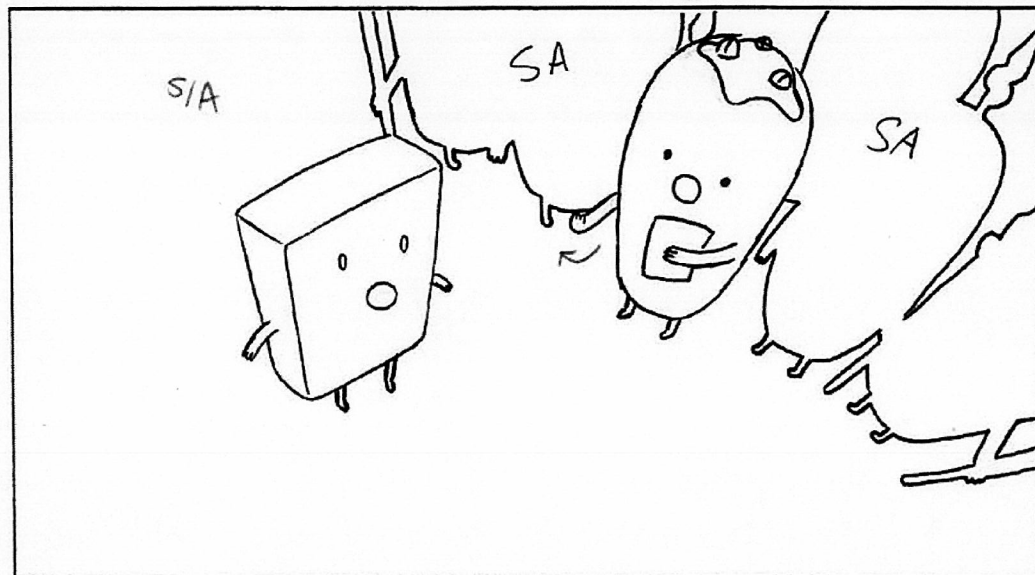
Page 106

Sc. 87

Pnl. C

Bg.

day night

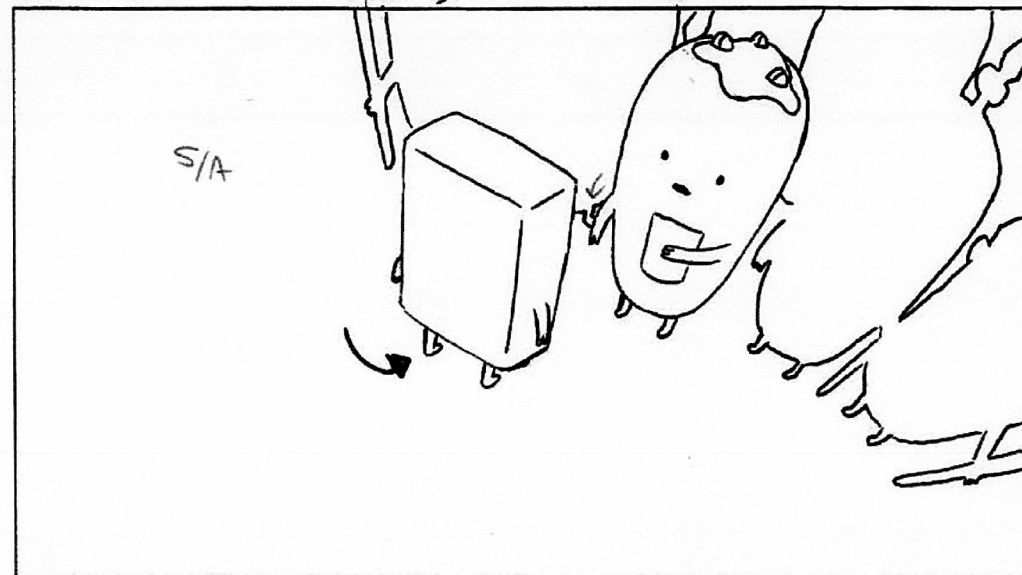


Sc. 87

Pnl. D

Bg.

day night



Dialog:

BG#1/ 'ay you! Stop!

James: Yeah?...

Action:

-J. TURNS

Timing:

EPISODE # 1025-164

Production :



# ADVENTURE TIME



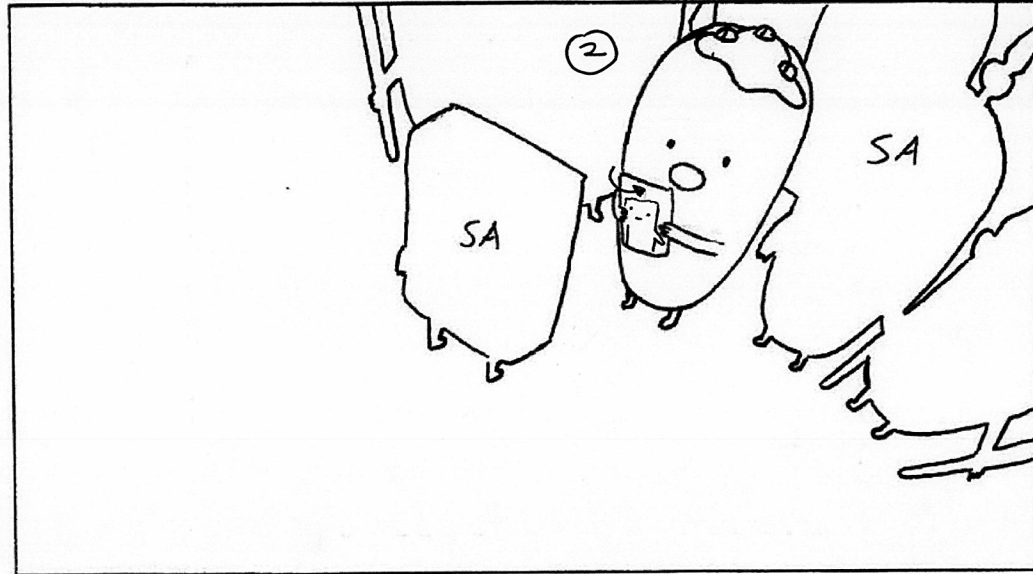
Page 107

Sc. 87

Pnl. E

Bg.

day night

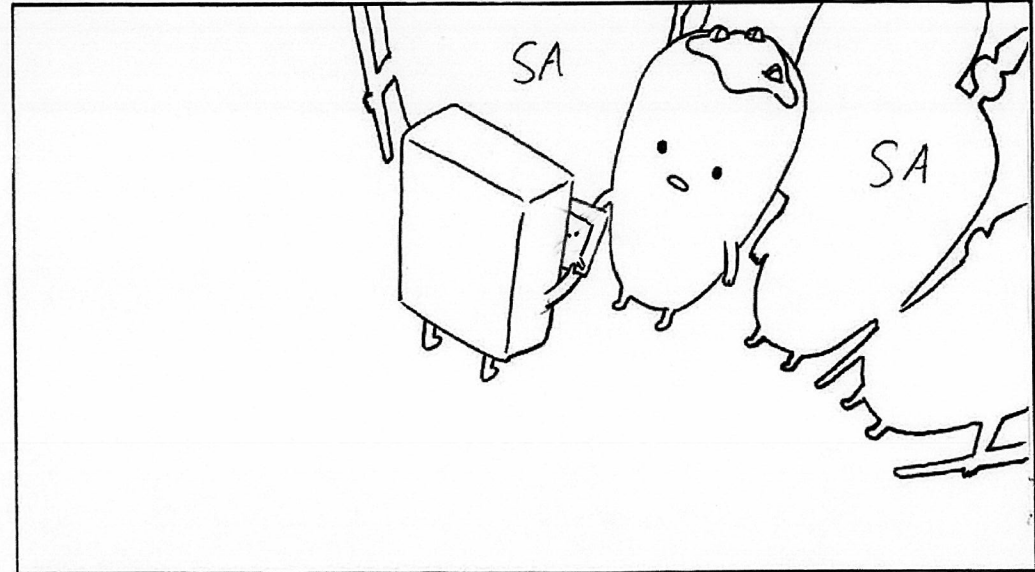


Sc. 87

Pnl. F

Bg.

day night



Dialog:

BG#1 Have you seen this guy?!!

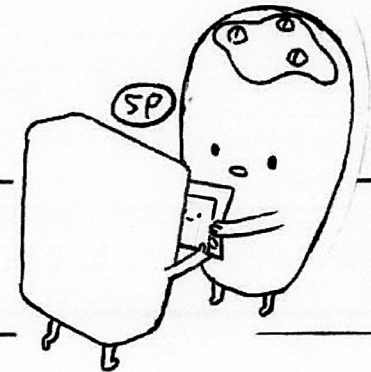
James: Hummm...

Action:

Timing:



- James takes picture from BG#1



EPISODE # 1025-164

Production :



© 2011 This material is the property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio, duplicated or used in any manner, except for production purposes, and may not be sold or transferred.

ADVENTURE TIME

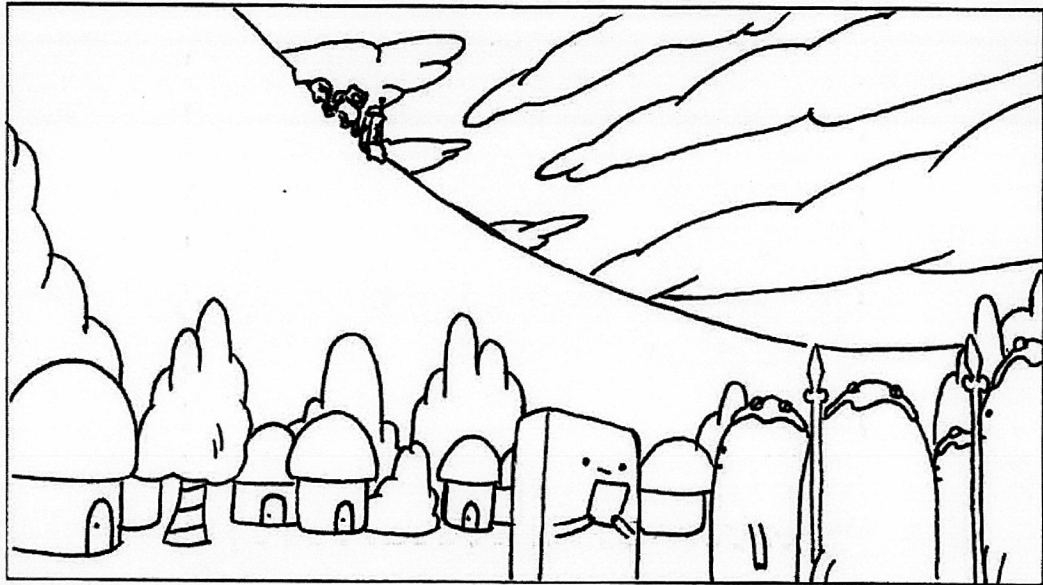


Sc. 88

Pnl. A

Bg.

day night

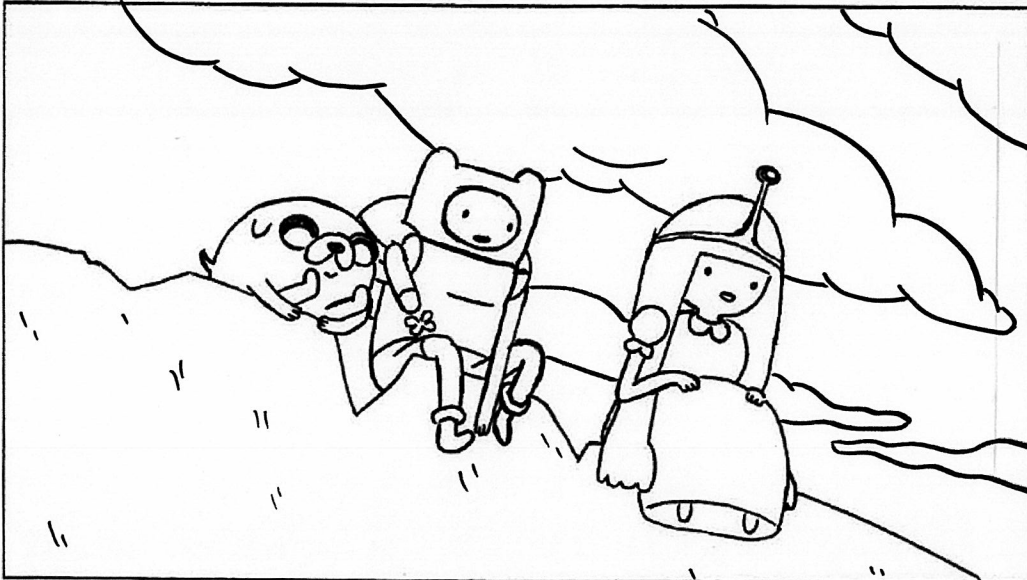


Sc. 89

Pnl. A

Bg.

day night



Dialog:

James: Hmm...

PB: HGH HGH ...

Action:

- JAMES SCRUTINIZES PHOTO.

Timing:

EPISODE # 1025-164

Production :

# ADVENTURE TIME



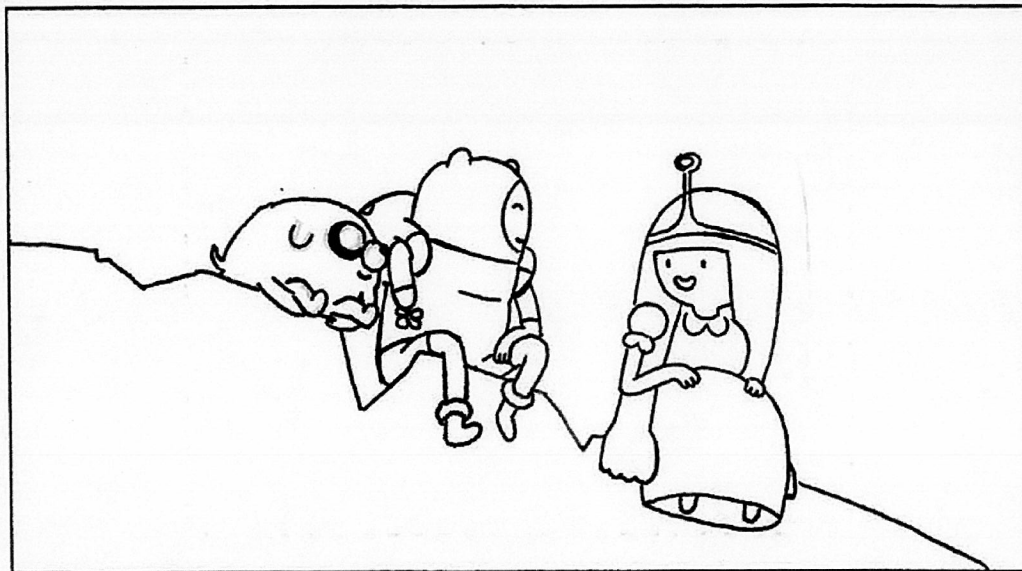
Page 109

Sc. 89

Pnl. B

Bg.

day night

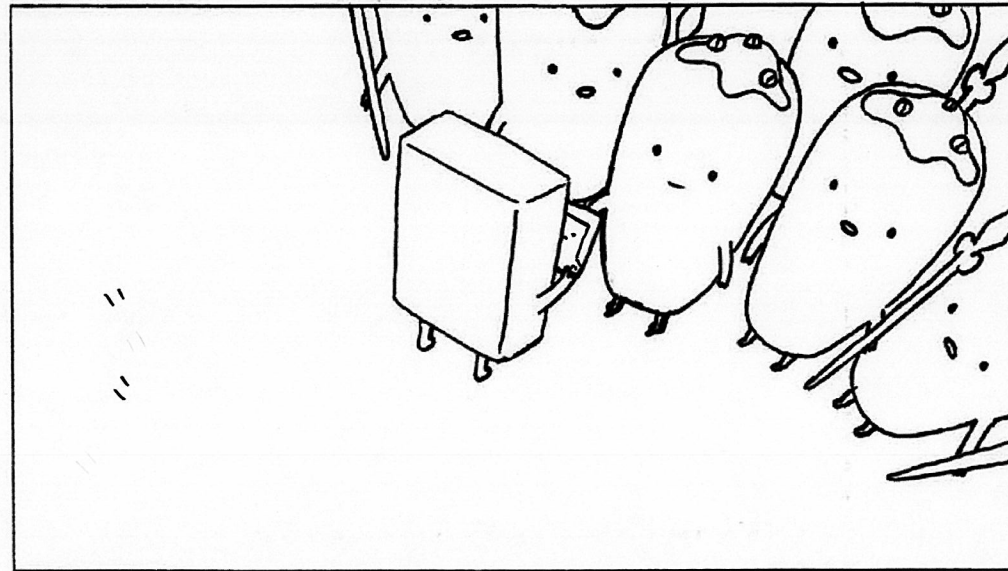


Sc. 90

Pnl. A

Bg.

day night



Dialog:

PB: I have to admit it's fun to watch. James: Hmm?... HMMM

Action:

Timing:

EPISODE # 1025-164

Production :

# ADVENTURE TIME



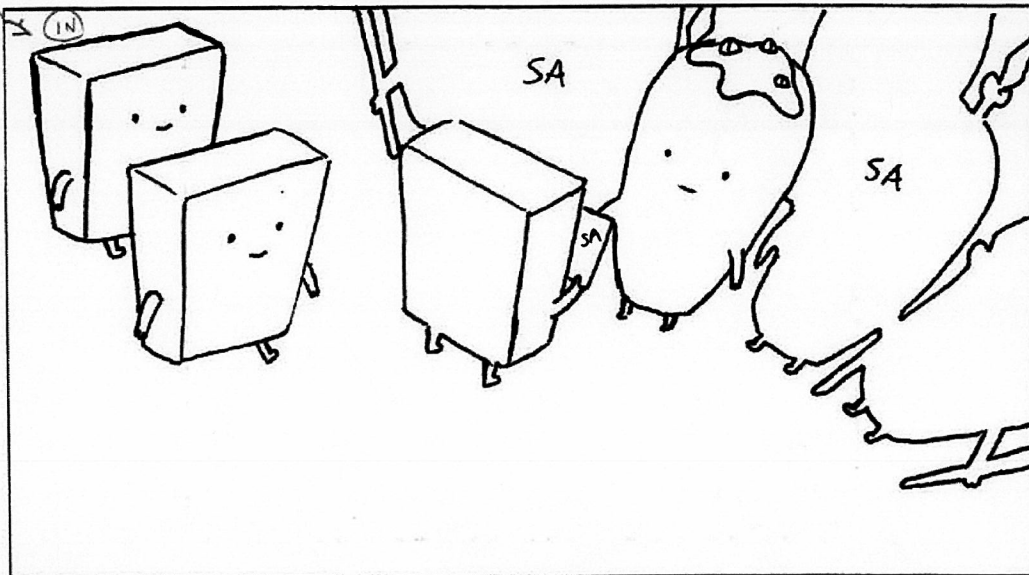
Page 110

Sc. 90

Pnl. B

Bg.

day night

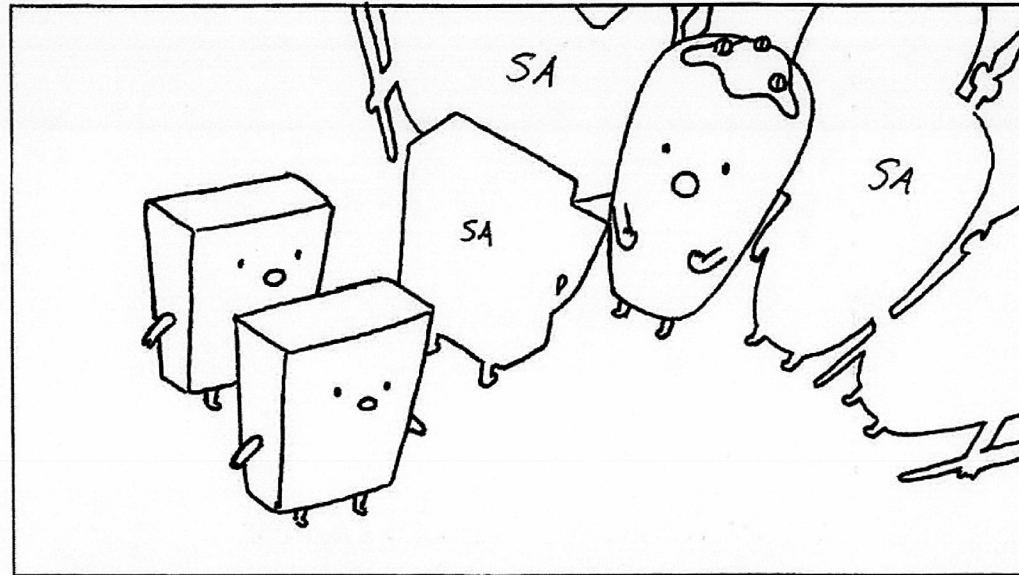


Sc. 90

Pnl. C

Bg.

day night



Dialog:

BG#1 You 2 STOP TOO!

Action:

- 2 other Jameses enter.

Timing:

EPISODE # 1025-164

Production :



ADVENTURE TIME

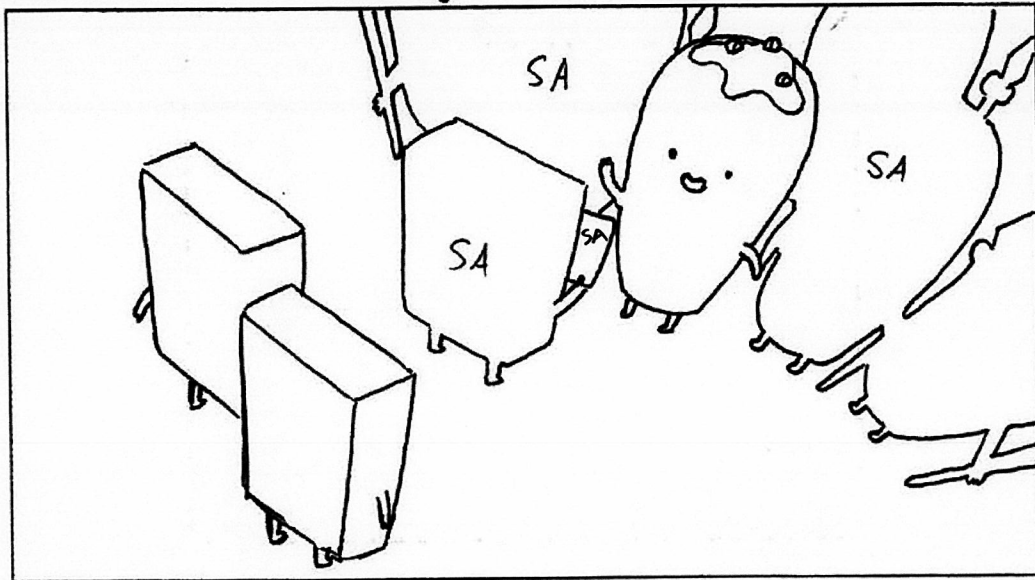


Sc. 90

Pnl. D

Bg.

day night

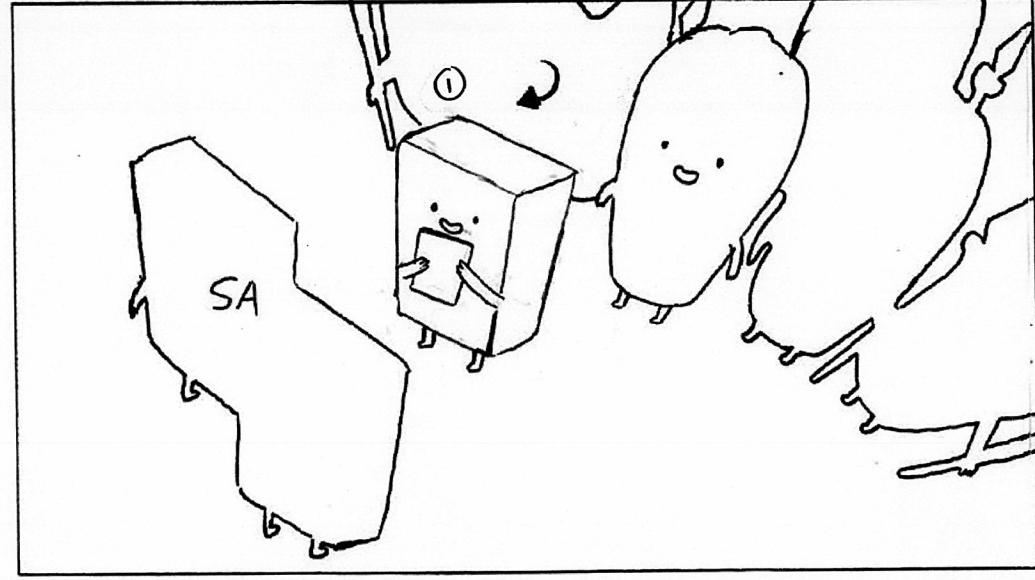


Sc. 90

Pnl. E

Bg.

day night



Dialog:

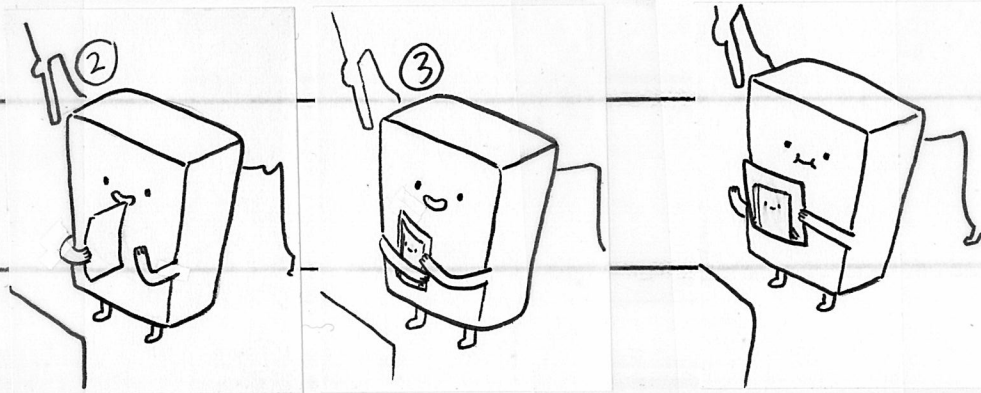
BG#1 Show them the picture!

James/ Alright.

Action:

- James turns around.

Timing:



EPISODE # 1025-164

Production :

© 2011 This material is the property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio, duplicated or used in any manner, except for production purposes, and may not be sold or transferred.



# ADVENTURE TIME



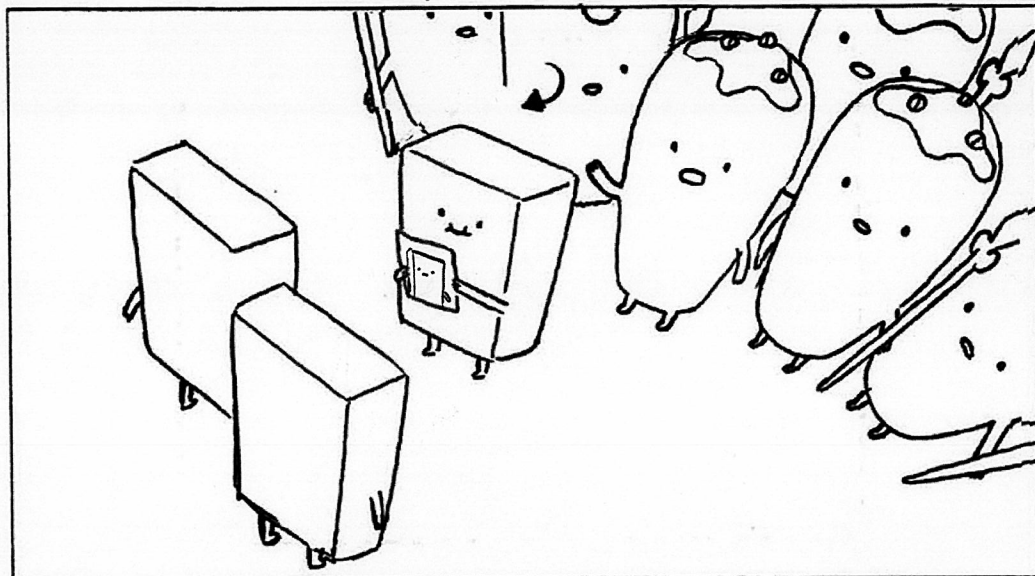
Page 112

Sc. 90

Pnl. F

Bg.

day night

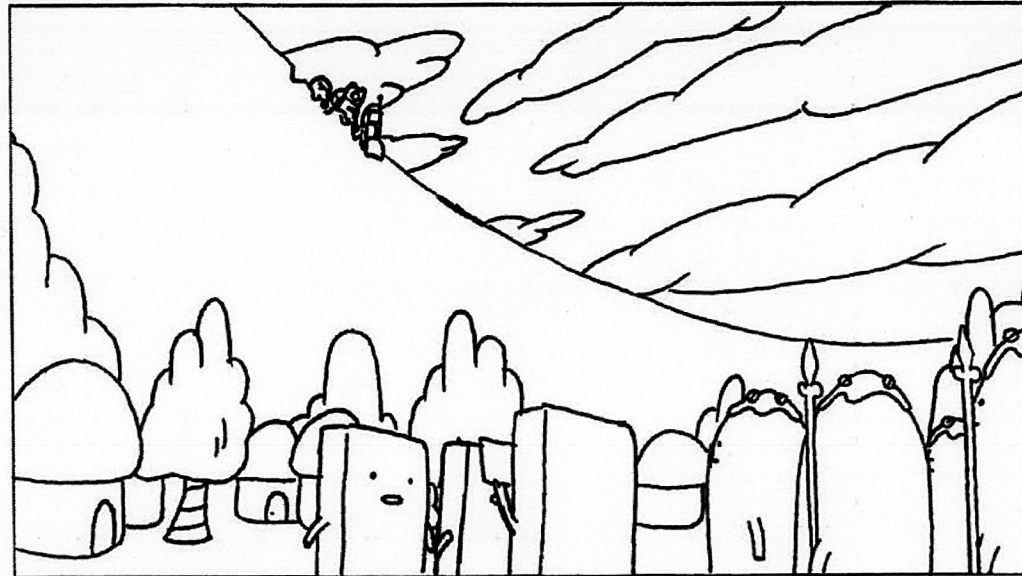


Sc. 91

Pnl. A

Bg.

day night



Dialog:

BG#1 Have you guys seen this  
guy or anyone who looks  
like this guy?

Jameses: Hmm...??

Action:

Timing:

EPISODE # 1025-164

Production :

# ADVENTURE TIME



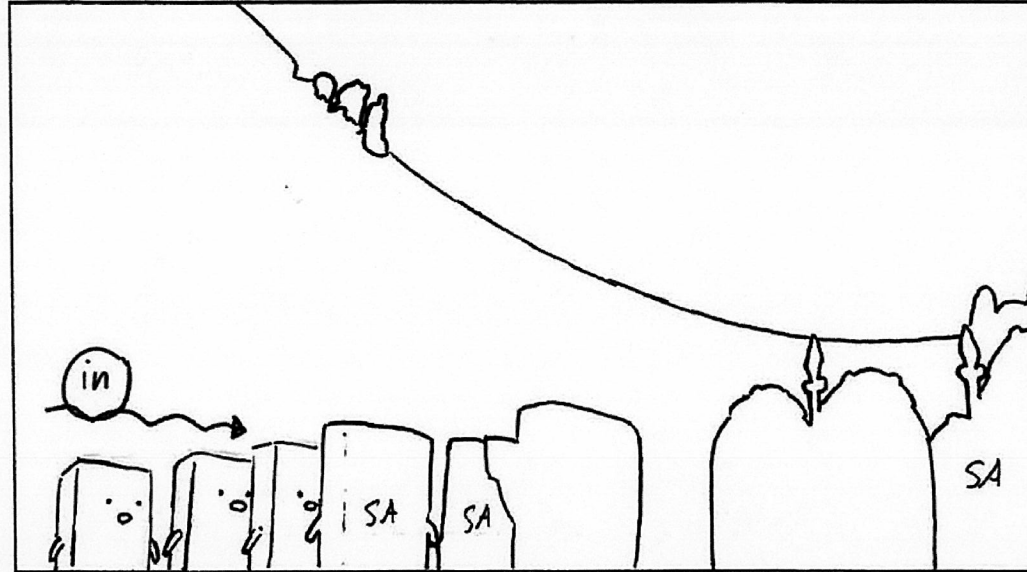
Page 113

Sc. 91

Pnl. B

Bg.

day night

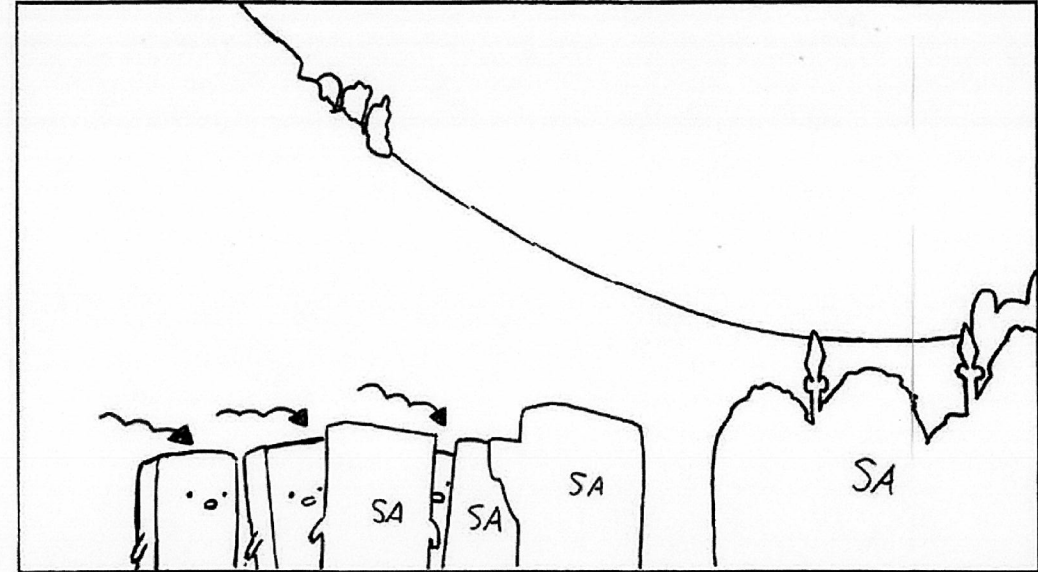


Sc. 91

Pnl. C

Bg.

day night



Dialog:

Jameses: Hmmm...

Action:

- 3 more Jameses enter.

Timing:

EPISODE # 1025-164

Production :



# ADVENTURE TIME

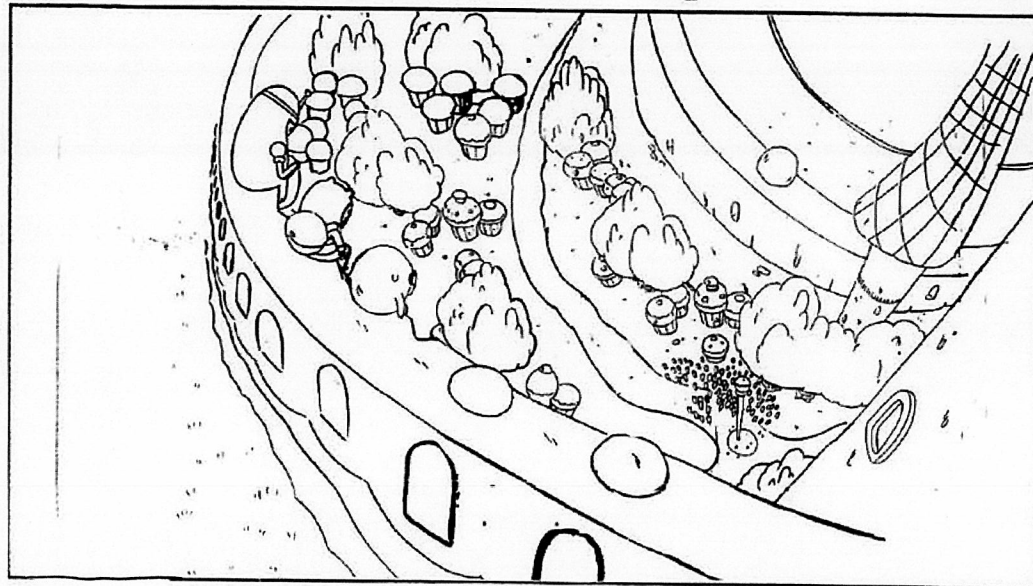


Sc. 92

Pnl. A

Bg.

day night

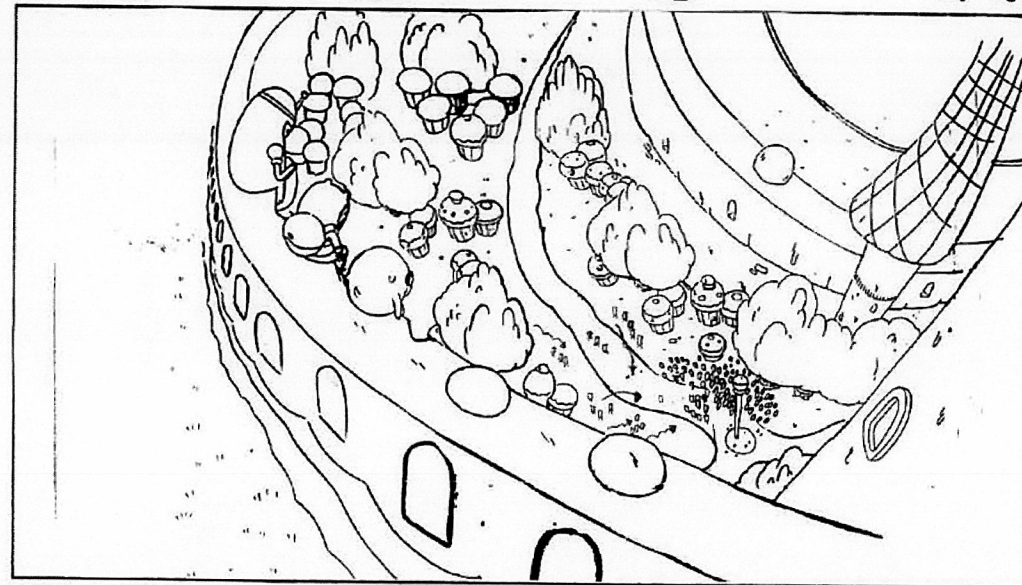


Sc. 92

Pnl. B

Bg.

day night



Dialog:

PB + F + J : [ LAUGHING ]

Action:

Other Jameses come out of hiding  
to check out the picture.

Timing:

Page 114

EPISODE # 1025-164

Production :

# ADVENTURE TIME



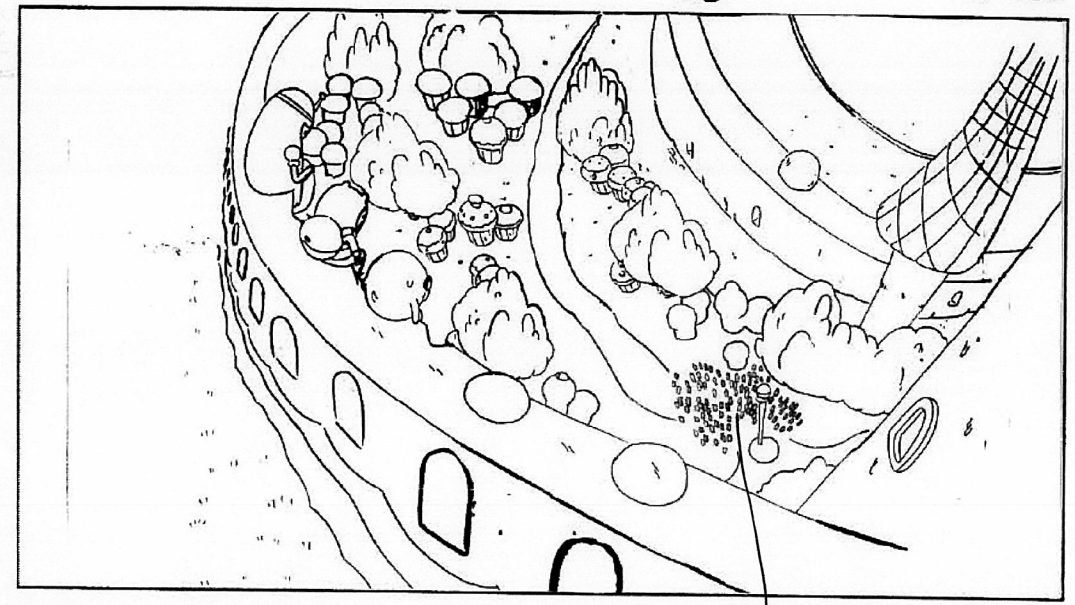
Page 115

Sc. 92

Pnl. C

Bg.

day night



Sc. 93

Pnl. A

Bg.

day night



Dialog:

Finn  
Jake / [Laughing]  
PB

PB

REST OF CROWD:  
- 25 JAMES' ON THE LEFT.  
- BANANA GUARDS ON THE RT.

BG#1 Let me see that picture.  
Again.

JAMES 2

Action:

Timing:

EPISODE # 1025-164

Production :

© 2011 This material is the property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio, duplicated or used in any manner, except for production purposes, and may not be sold or transferred.



# ADVENTURE TIME



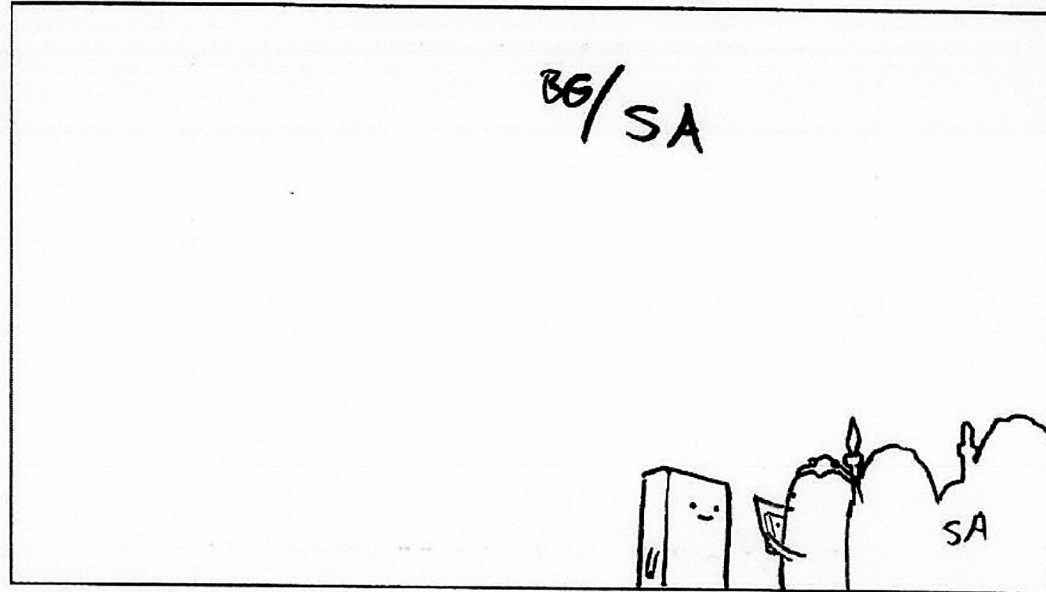
Page 116

Sc. 93

Pnl. B

Bg.

day night

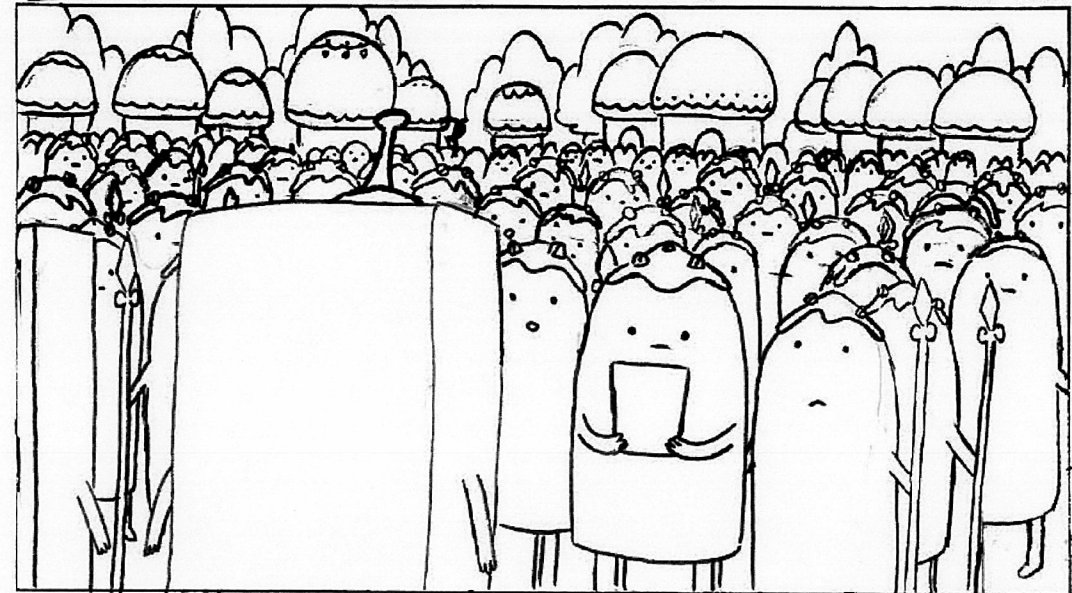


Sc. 94

Pnl. A

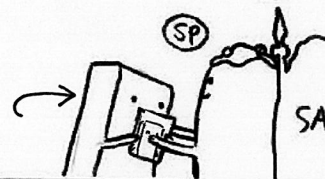
Bg.

day night



EPISODE # 1025-164

Dialog: James: Here you go.



BG#1: Hmm?...



Action: James gives picture to  
Banana Guard.

- BG#1 looks at picture.

Timing:

Production :

# ADVENTURE TIME



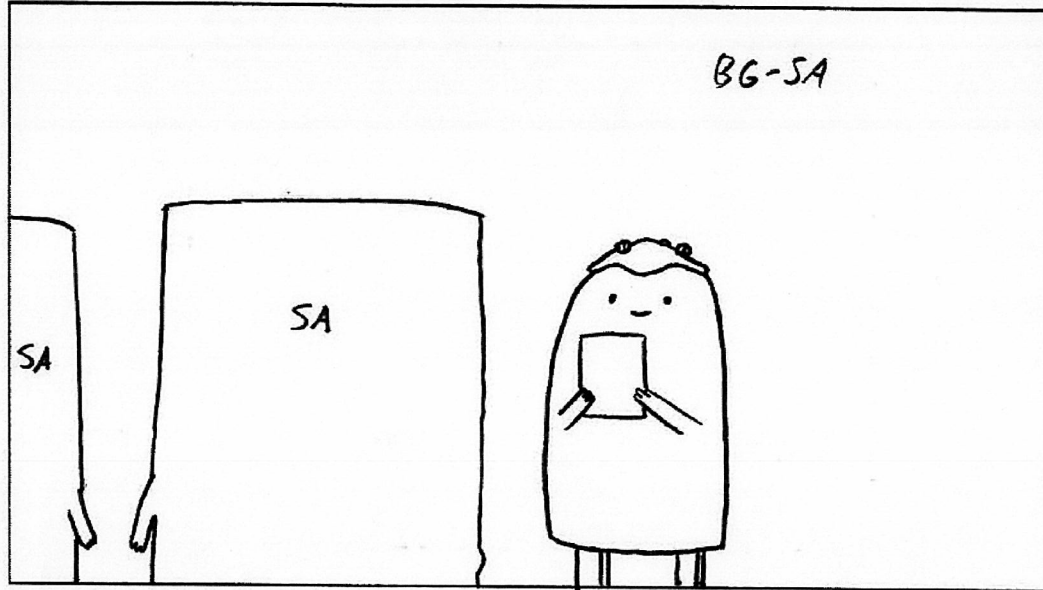
Page 117

Sc. 94

Pnl. B

Bg.

day night

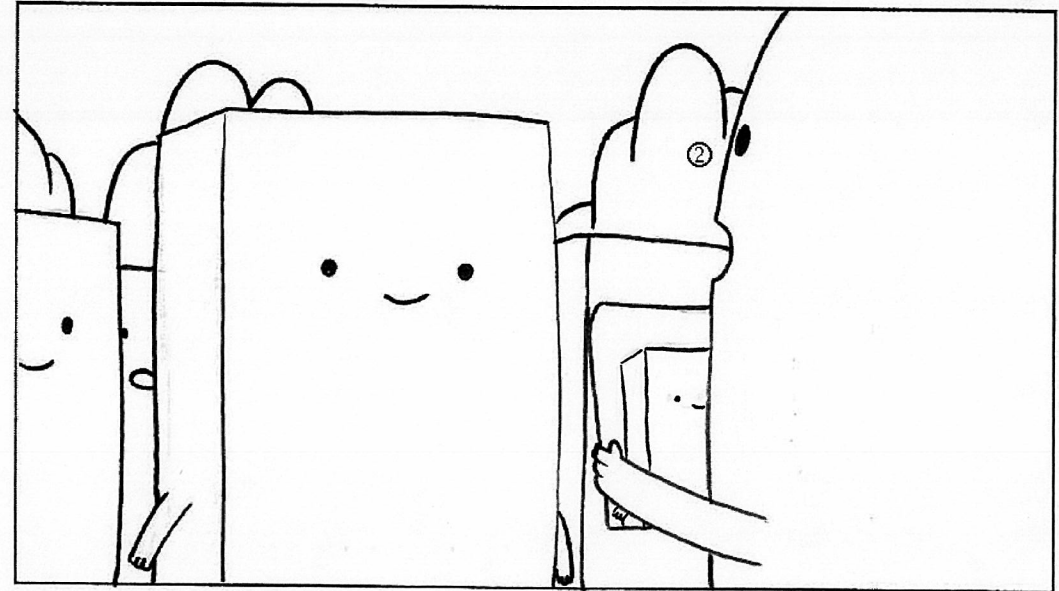


Sc. 95

Pnl. A

Bg.

day night



Dialog:

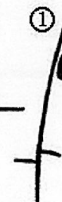
BG# | Hmm...

BG# | What's your name?

Action:

BG looks up.

Timing:



© 2011. This material is the property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio, duplicated or used in any manner, except for production purposes, and may not be sold or transferred.

EPISODE # 1025-164

Production :



© 2011 This material is the property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio duplicated or used in any manner except for production purposes, and may not be sold or transferred.

# ADVENTURE TIME



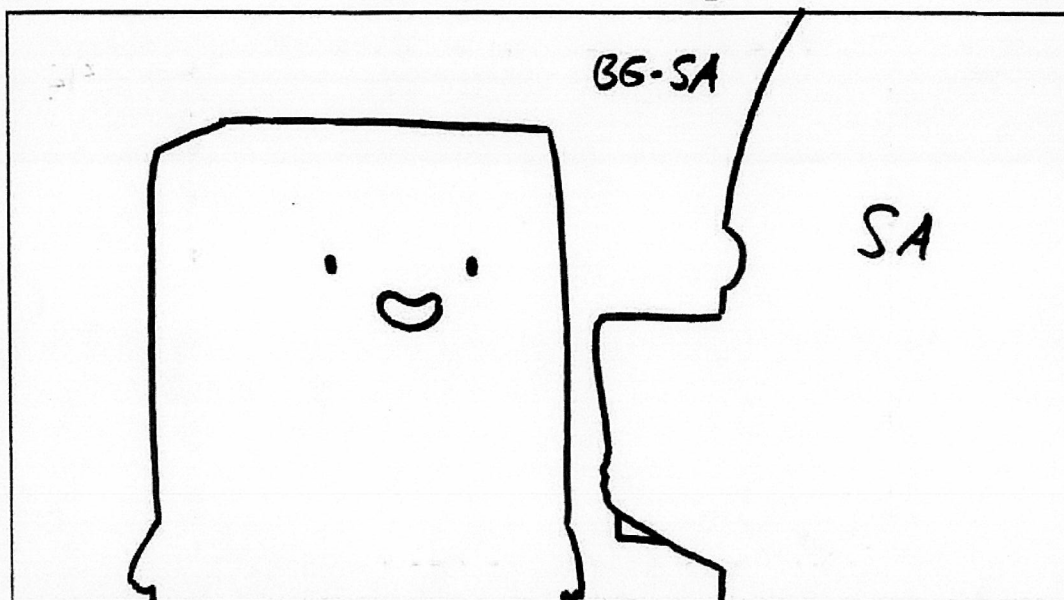
Page 118.

Sc. 95

Pnl. B

Bg.

day night

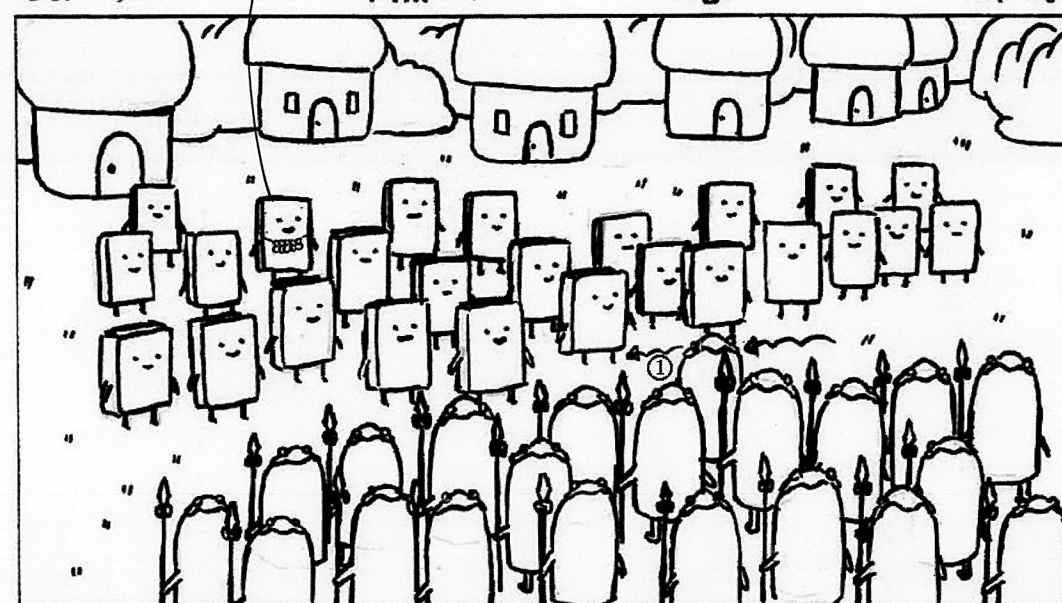


Sc. 96

Pnl. A

Bg.

day night



Dialog:

James: James...

BG#1 What's your name?

James: James...

Action:

- BG#1 points to another James.



Timing:

EPISODE # 1025-164

Production :

# ADVENTURE TIME



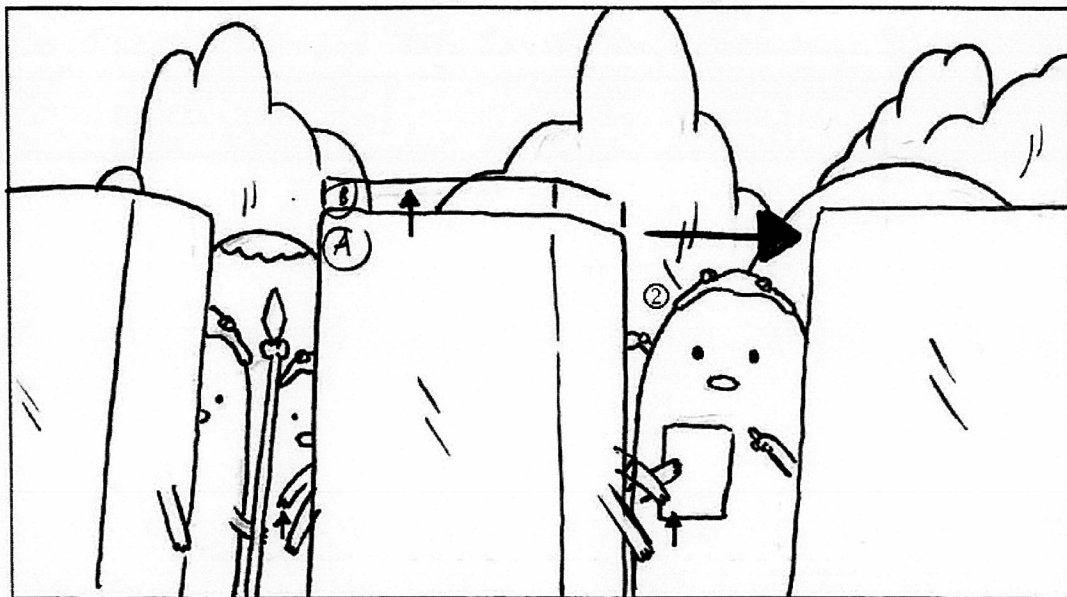
Page 119

Sc. 97

Pnl. B

Bg.

day night

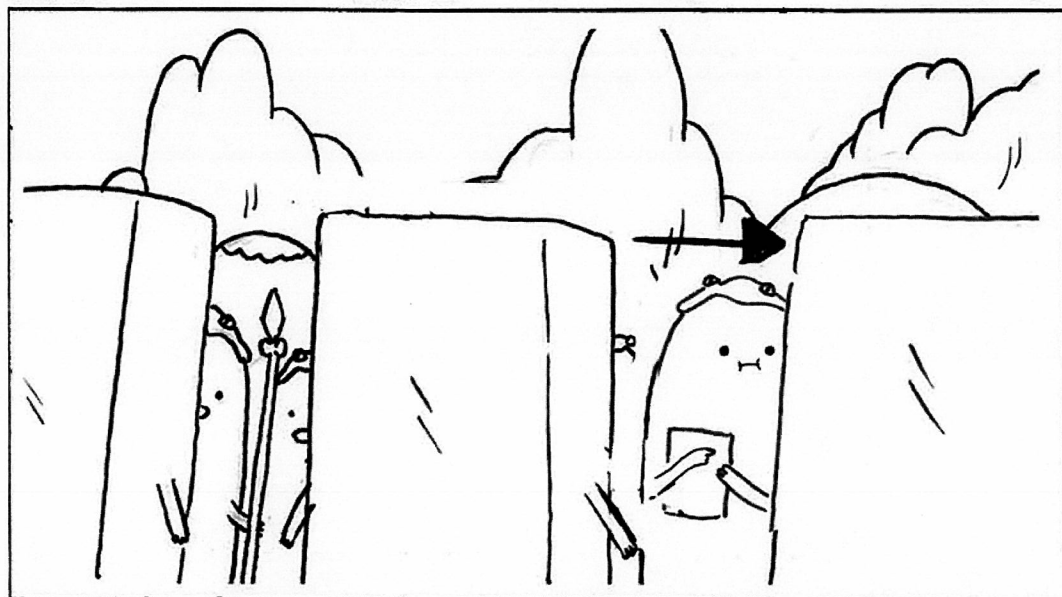


Sc. 97

Pnl. C

Bg.

day night



Dialog:

James: James!

Action:

JAMES Hops up. BG moves right.

Timing:



EPISODE # 1025-164

Production :



# ADVENTURE TIME



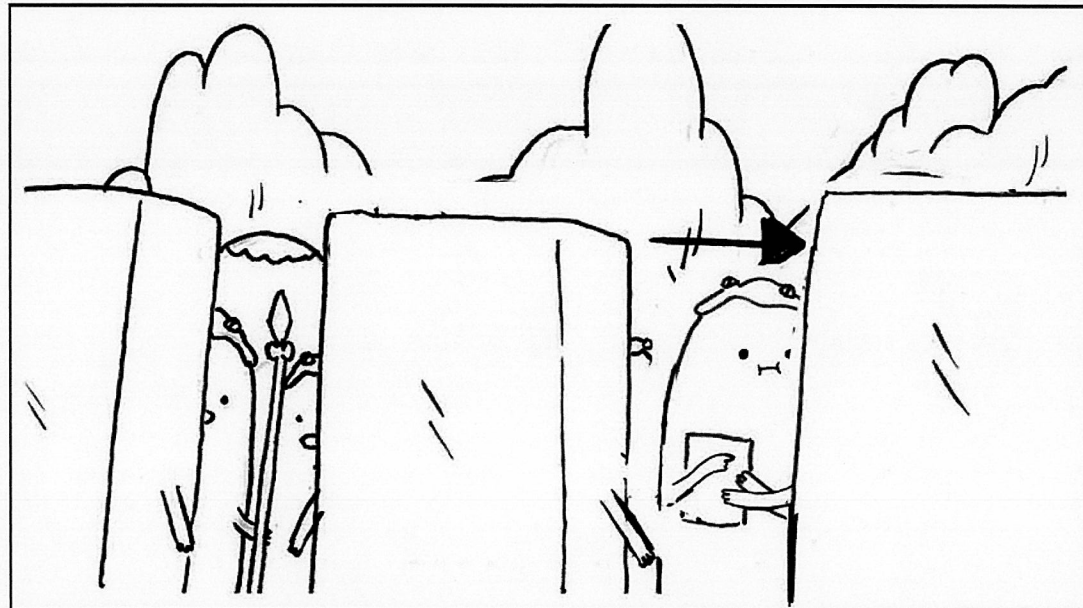
Page 119A

Sc. 97

Pnl. D

Bg.

day night

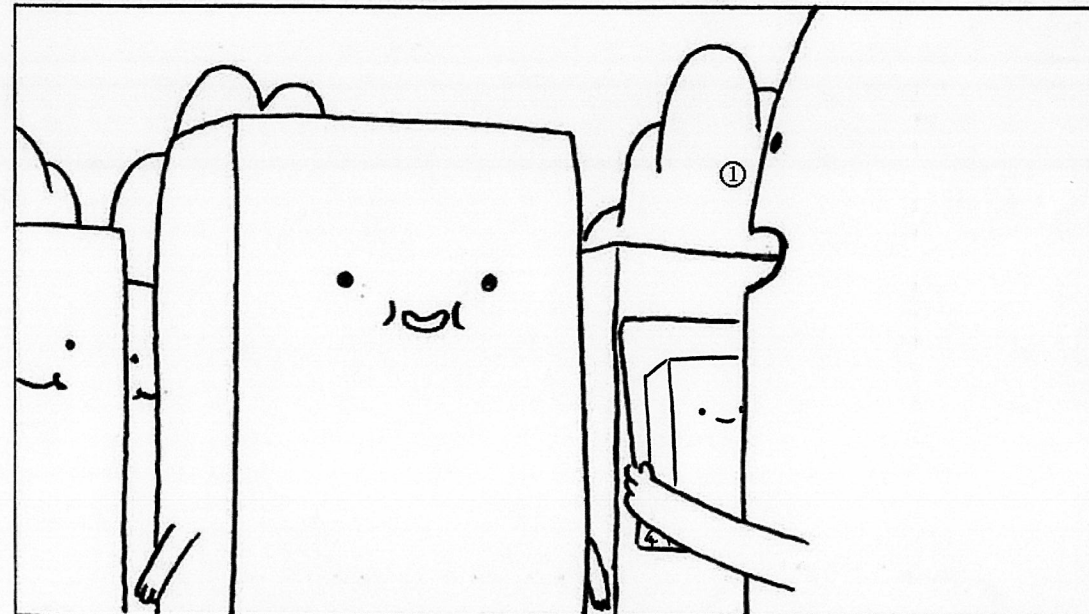


Sc. 98

Pnl. A

Bg.

day night



Dialog:

James: James!

BG#1 You are all named James...

Action:

Timing:

②

EPISODE # 1025-164

Production :

© 2011 This material is the property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio, duplicated or used in any manner, except for production purposes, and may not be sold or transferred.

# ADVENTURE TIME

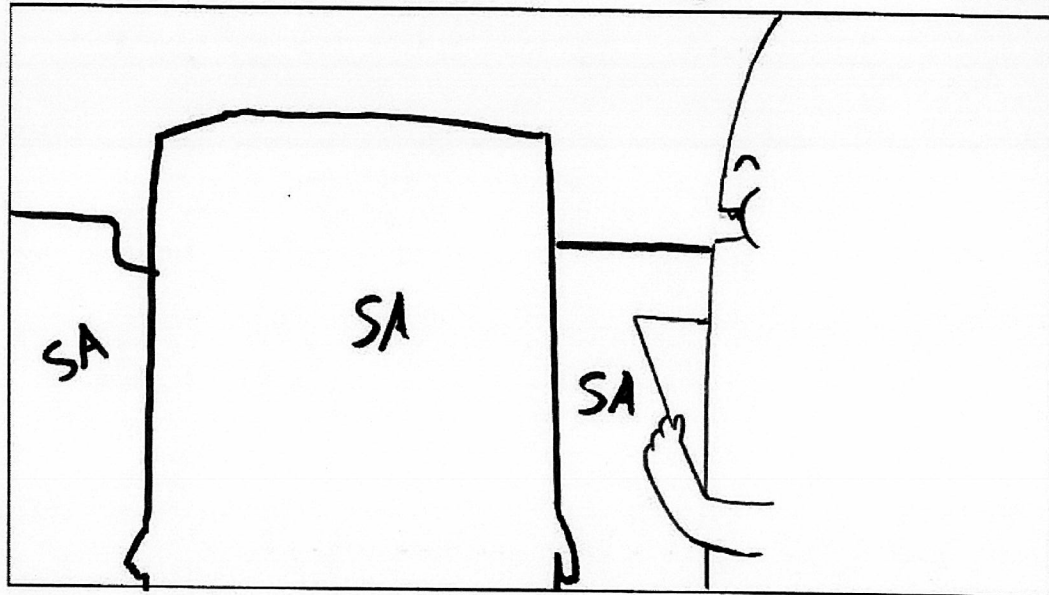


Sc. 98

Pnl. B

Bg.

day night

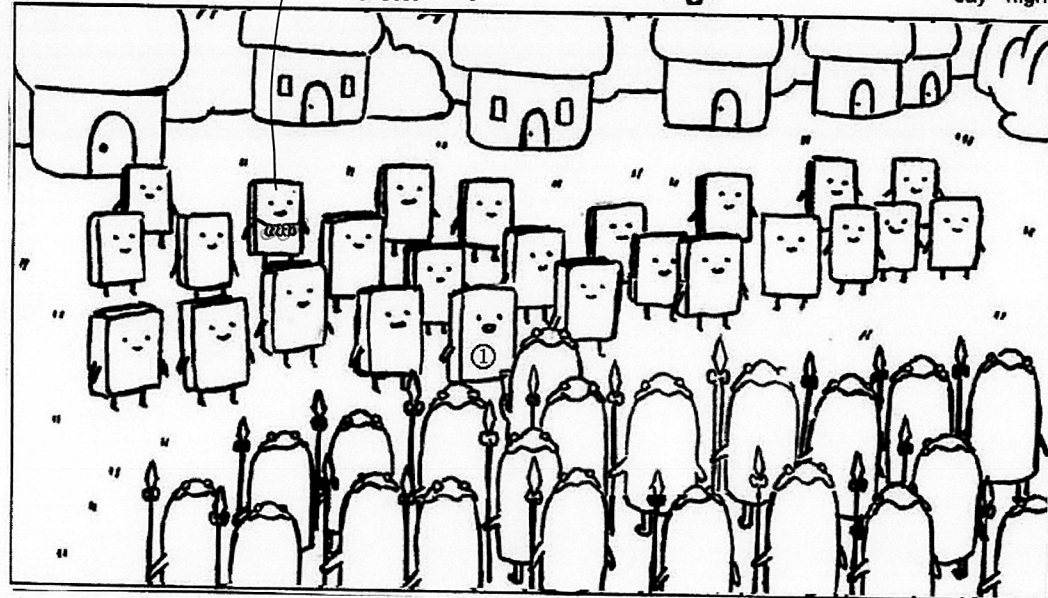


Sc. 99

Pnl. A

Bg.

day night



Dialog:

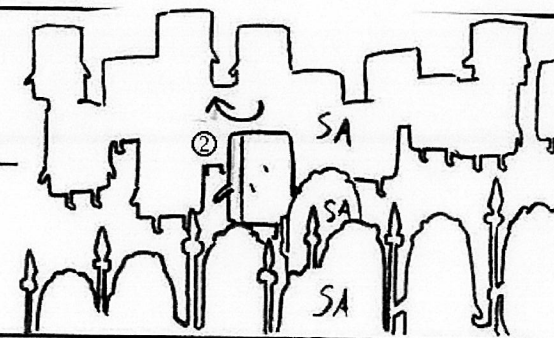
BG#1 Is it because you guys  
look alike?

James: I guess so...

Action:

James turns 180,  
then 180 back.

Timing:



1025-164

EPISODE #

Production :

Page 120



# ADVENTURE TIME



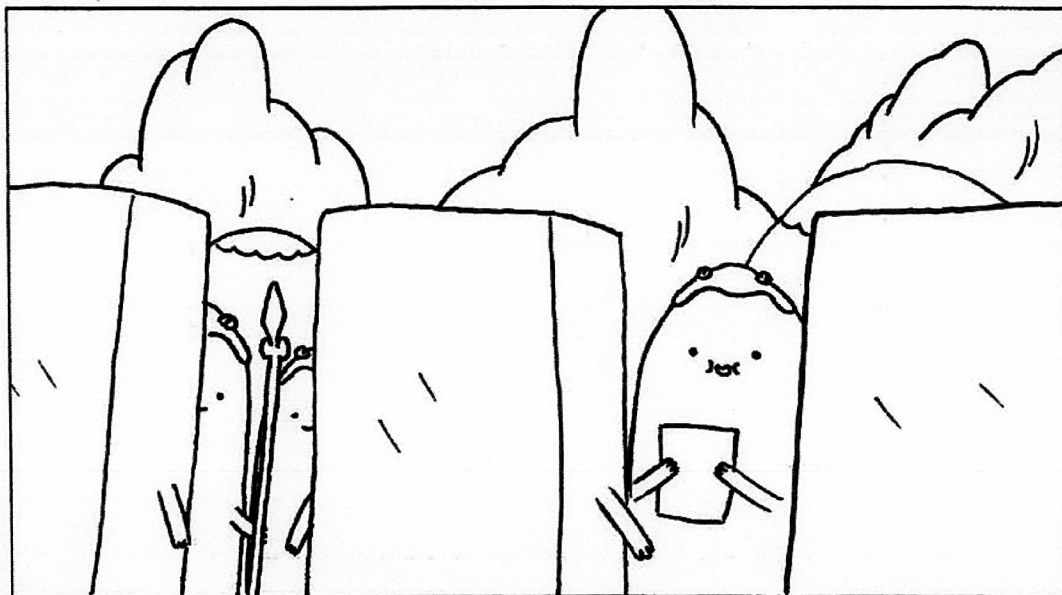
Page 121

Sc. 100

Pnl. A

Bg.

day night



Sc. 101

Pnl. A

Bg.

day night



Dialog:

BG#1/ You know I was telling this to the guys, if we look alike we should just have the same name.

Action:

BG points behind with thumb.

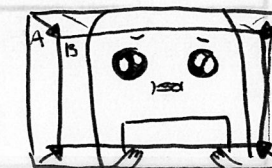
Timing:



BG#1 It would just make it a little easier...

-DRIFT IN ON BG#1'S FACE

CAM ADJ.



EPISODE # 1025-164

Production

© 2011 This material is the property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio, duplicated or used in any manner, except for production purposes, and may not be sold or transferred.

# ADVENTURE TIME



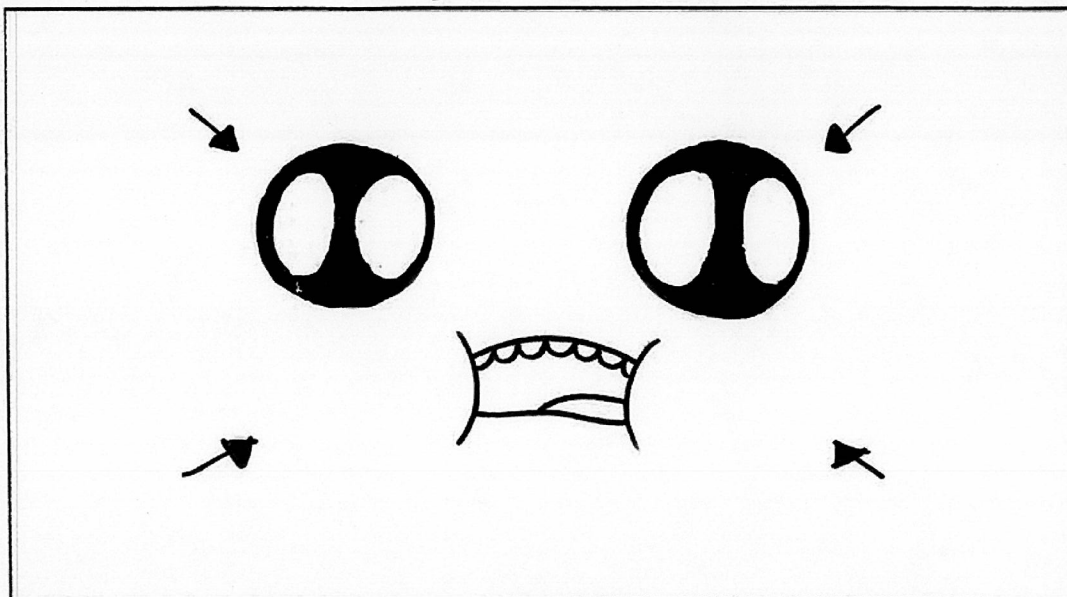
Page 122

Sc. 101

Pnl. B

Bg.

day night

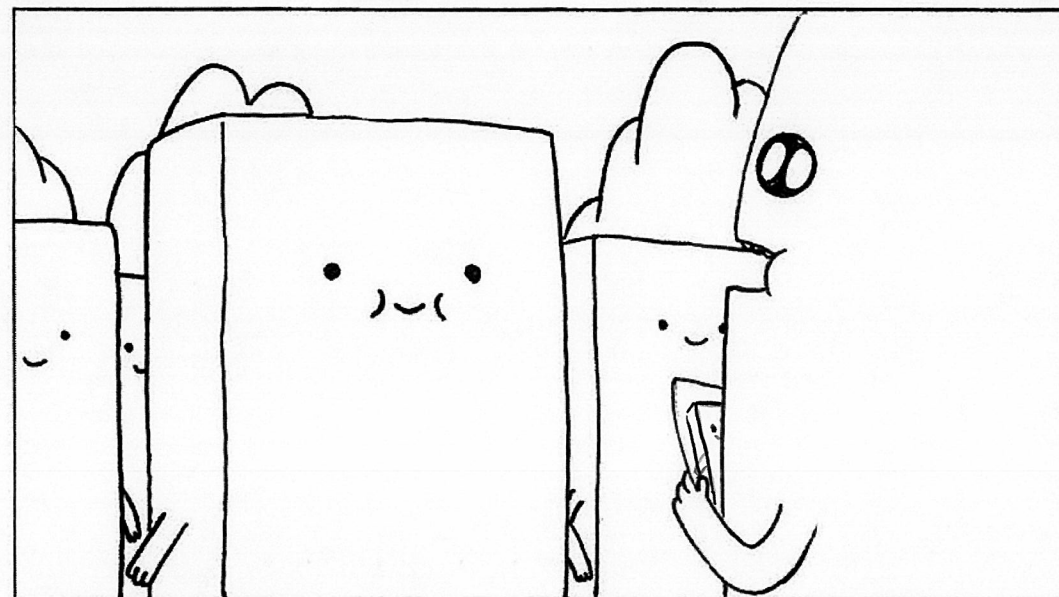


Sc. 102

Pnl. A

Bg.

day night



Dialog:

BG#1/ Life that is. It would make  
life... a little easier.

BG#1 (Beat)

Action:

Timing:

EPISODE # 1025-164

Production :



© 2011 This material is the property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio, duplicated or used in any manner except for production purposes, and may not be sold or transferred.

# ADVENTURE TIME



Sc. 102

Pnl. B

Bg.

day night



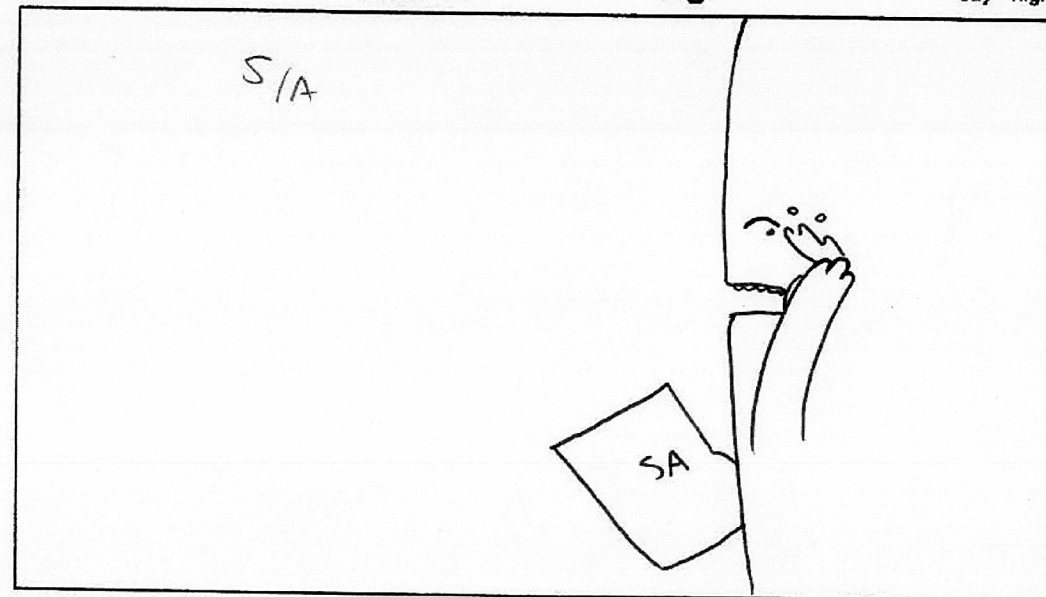
Sc. 102

Pnl. C

Bg.

Page 123

day night



Dialog:

BG# | Give me a second...

Action:

BG covering eye.  
Tears coming out.

⑧

BG wipes tears.

Timing:

1025-164

EPISODE #

Production :

# ADVENTURE TIME

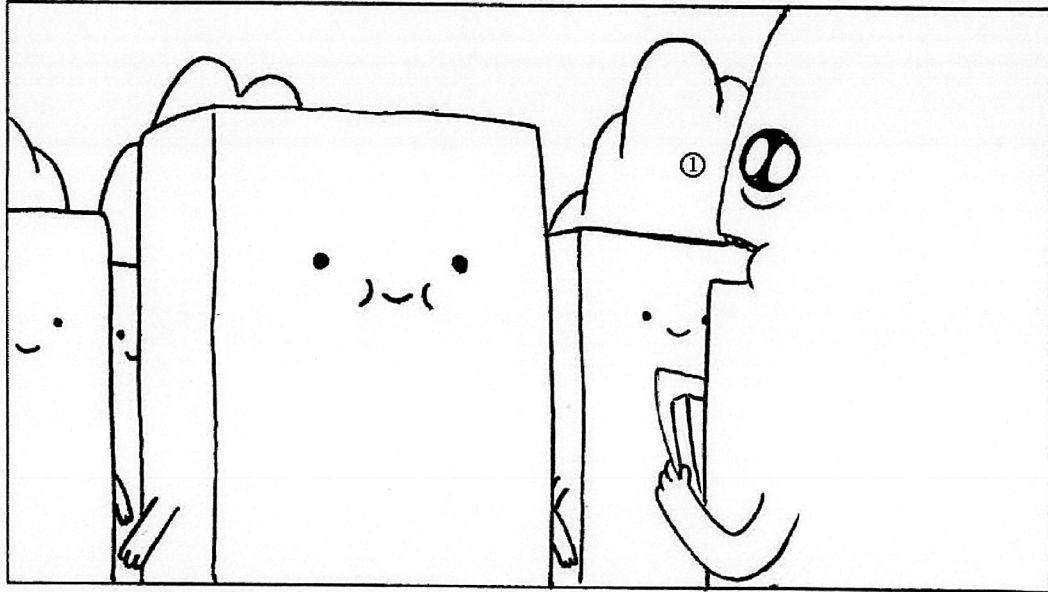


Sc. 102

Pnl. D

Bg.

day night



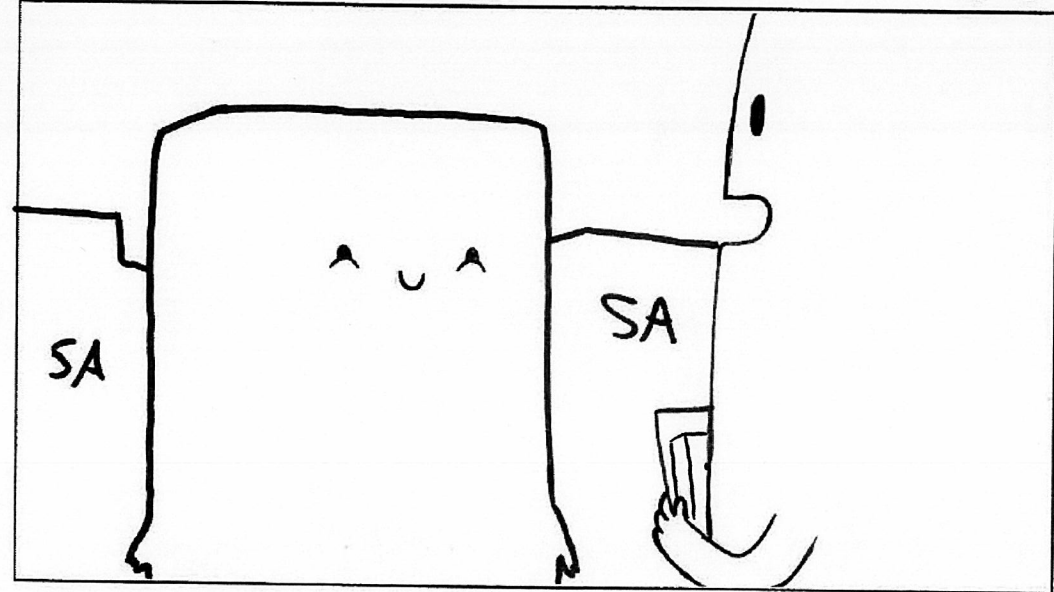
Sc. 102

Pnl. E

Bg.

Page 124

day night



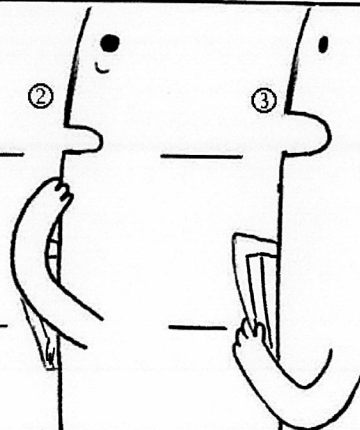
Dialog:

BG#1 Same name —  
Look alike —  
Really look alike...

BG#1 Brothers !!!  
You are all BROTHERS!?

Action:

Timing:



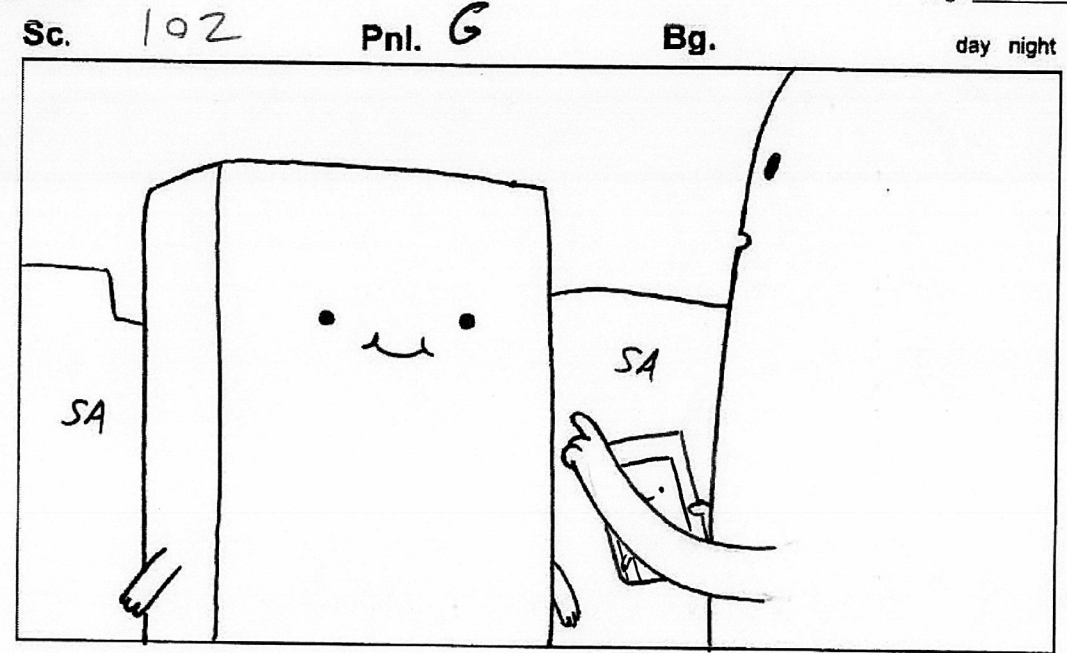
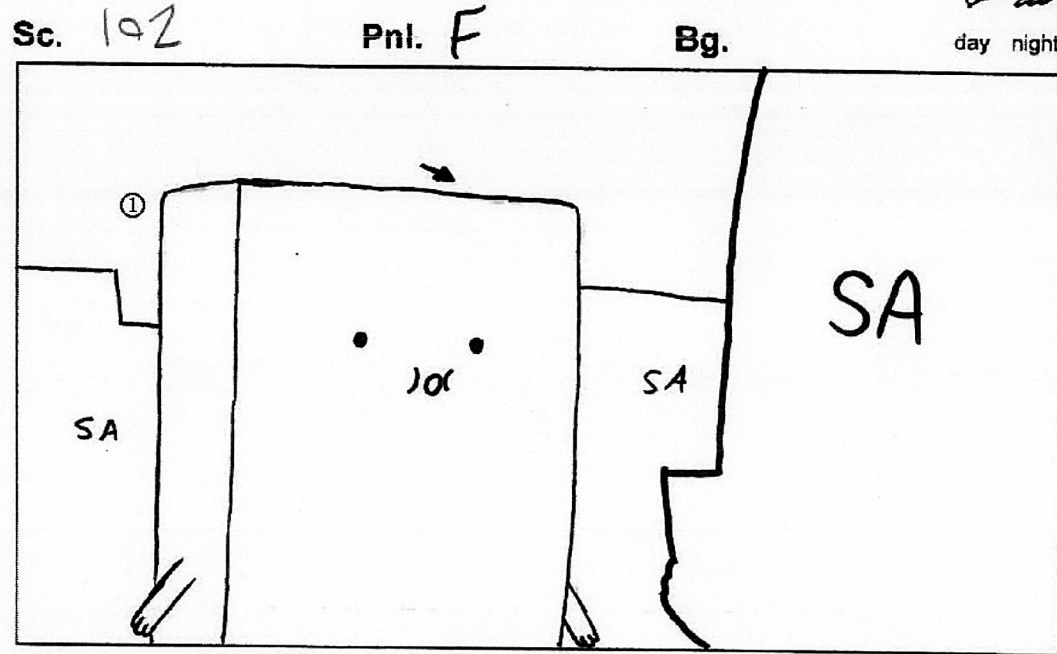
EPISODE # 1025-164

Production :

# ADVENTURE TIME



Page 125



EPISODE # 1025-164

Production :

Dialog:	<u>James:</u> Nooooo... DON'T THINK SO	BG#1/ One...
Action:		BG starts counting.
Timing:		

© 2011 This material is the property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio, duplicated or used in any manner, except for production purposes, and may not be sold or transferred.



# ADVENTURE TIME



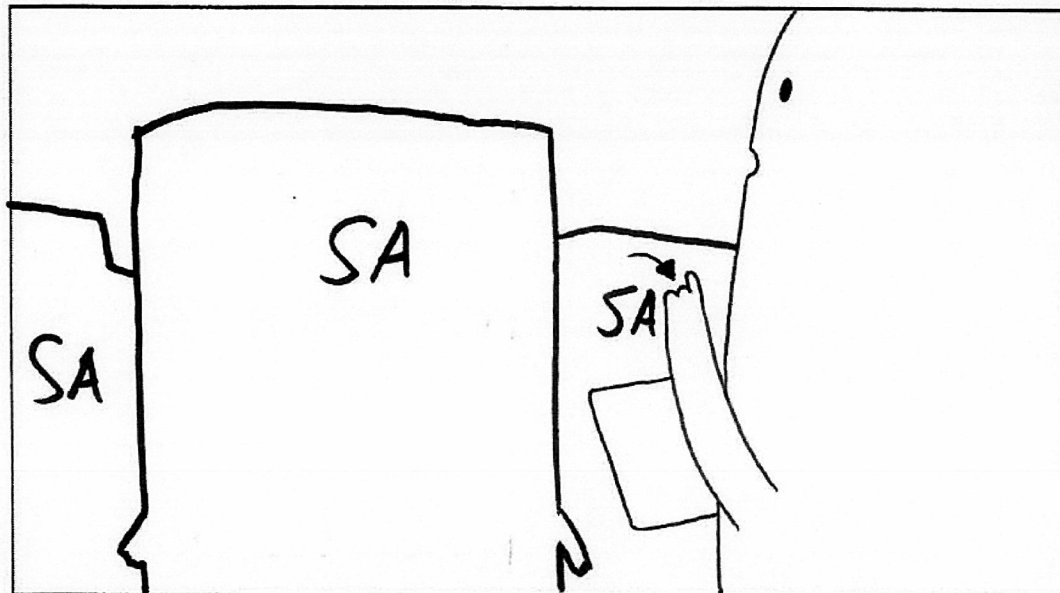
Page 126

Sc. 102

Pnl. H

Bg.

day night

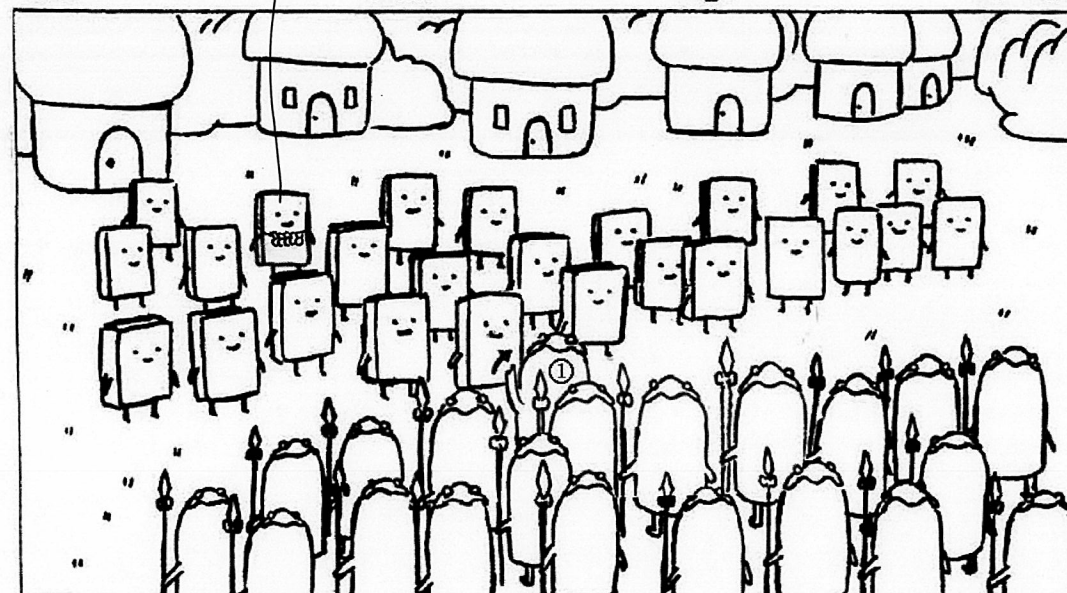


Sc. 103

Pnl. A

Bg.

day night



1025-164

EPISODE #

Production :

Dialog:

BG#1/ two, three...

BG#1/ four, five, six, seven-

Action:

-BG #1 COUNTS OFF JAMESSES

Timing:



© 2011 This material is the property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio, duplicated or used in any manner except for production purposes, and may not be sold or transferred.



# ADVENTURE TIME



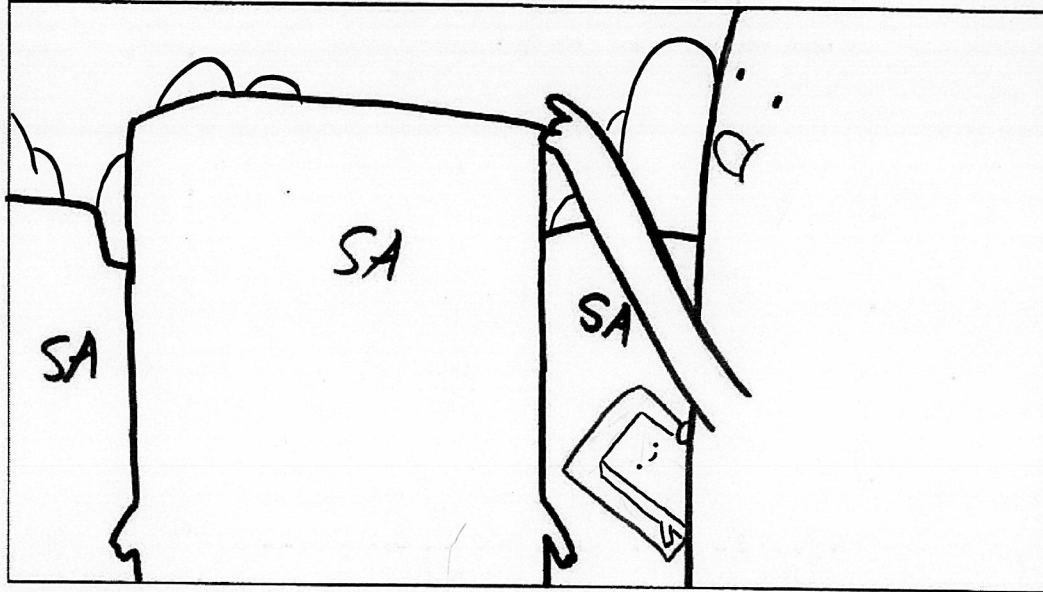
Page 127

Sc. 104

Pnl. A

Bg.

day night

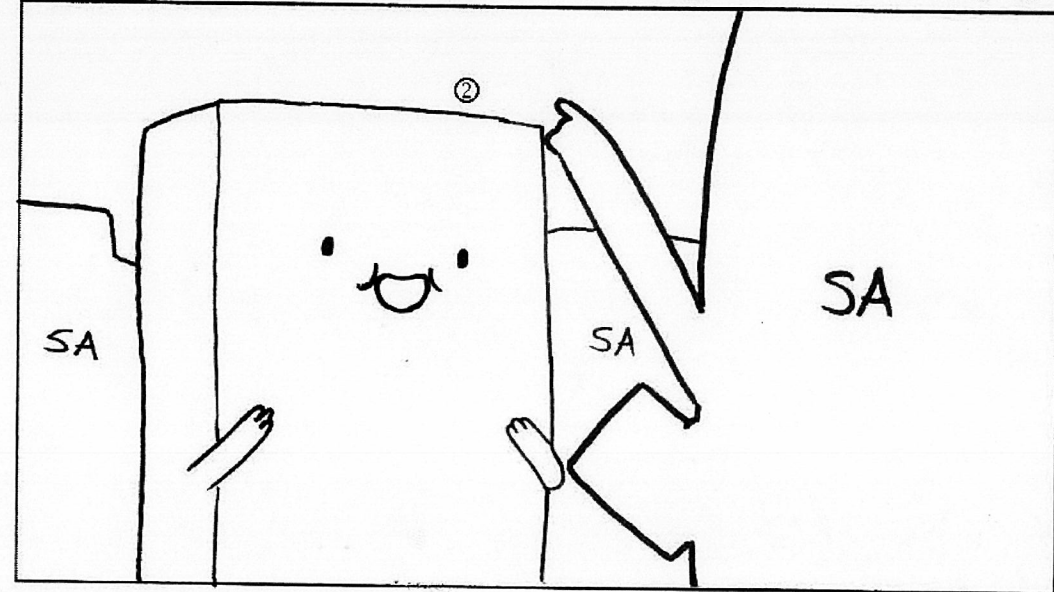


Sc. 104

Pnl. B

Bg.

day night



EPISODE # 1025-164

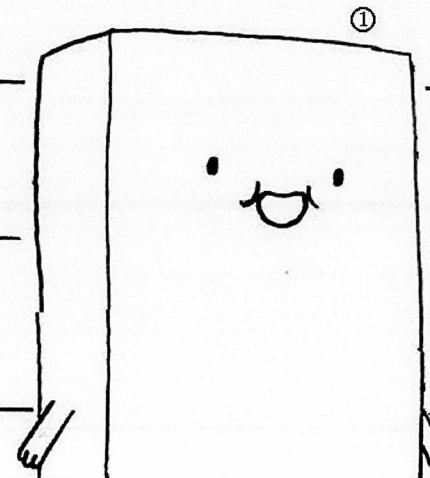
Production :

Dialog:

James/ 25. If you're counting how many of us look alike-

Action:

Timing:

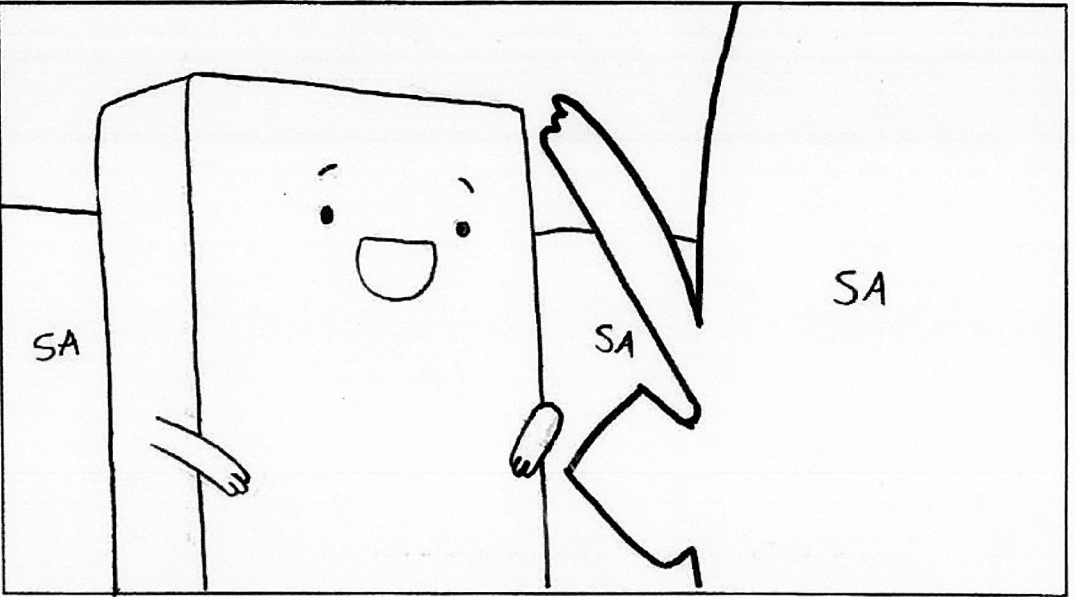


© 2011 This material is the property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio, duplicated or used in any manner except for production purposes, and may not be sold or transferred.

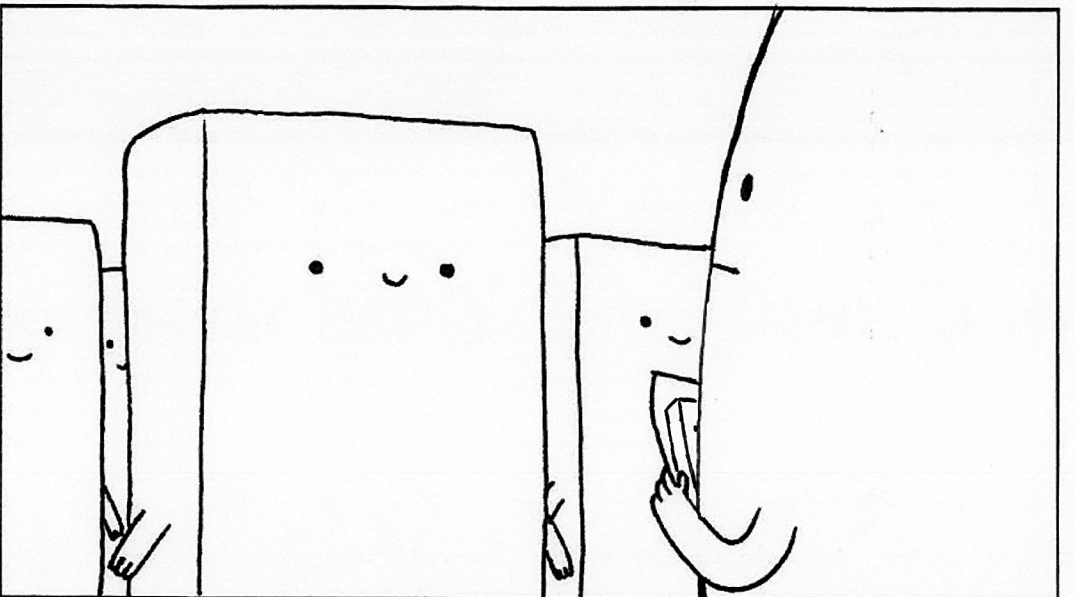
ADVENTURE TIME



Sc. 104 Pnl. C Bg. day night



Sc. 104 Pnl. D Bg. day night



Dialog:	<u>James:</u> THERE'S 2S.	<u>BG:</u> Hmmm?...
Action:		
Timing:		

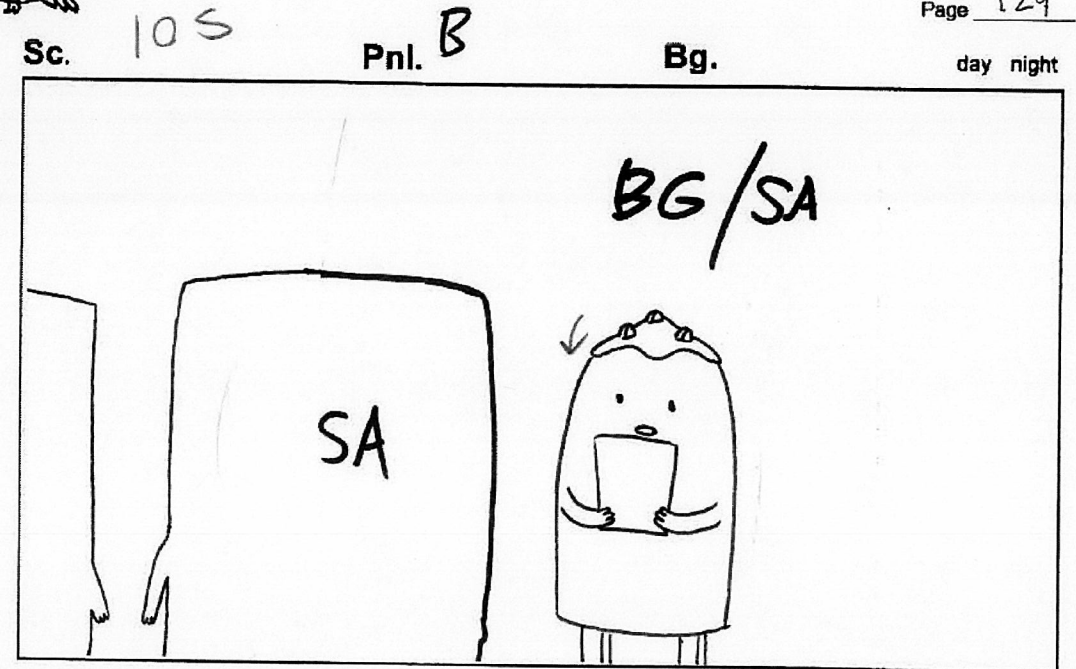
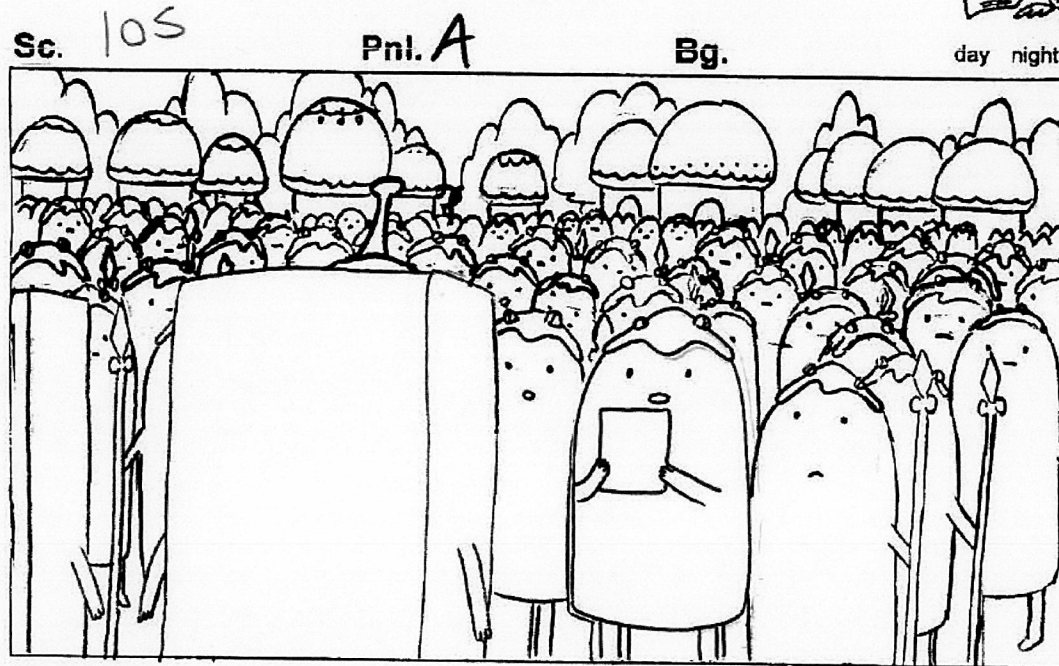
EPISODE # 1025-164  
Production :



# ADVENTURE TIME



Page 129



EPISODE # 1025-164

Production :

Dialog:

BG#1 25 ...

Action:

Timing:

# ADVENTURE TIME



Sc. 106

Pnl. A

Bg.

day night



Sc. 106

Pnl. B

Bg.

day night



Dialog:

BG# Not brothers...

Action:

Timing:

Page 130

EPISODE # 1025-164

Production :



# ADVENTURE TIME



Page 131

Sc. 106

Pl. C

Bg.

day night

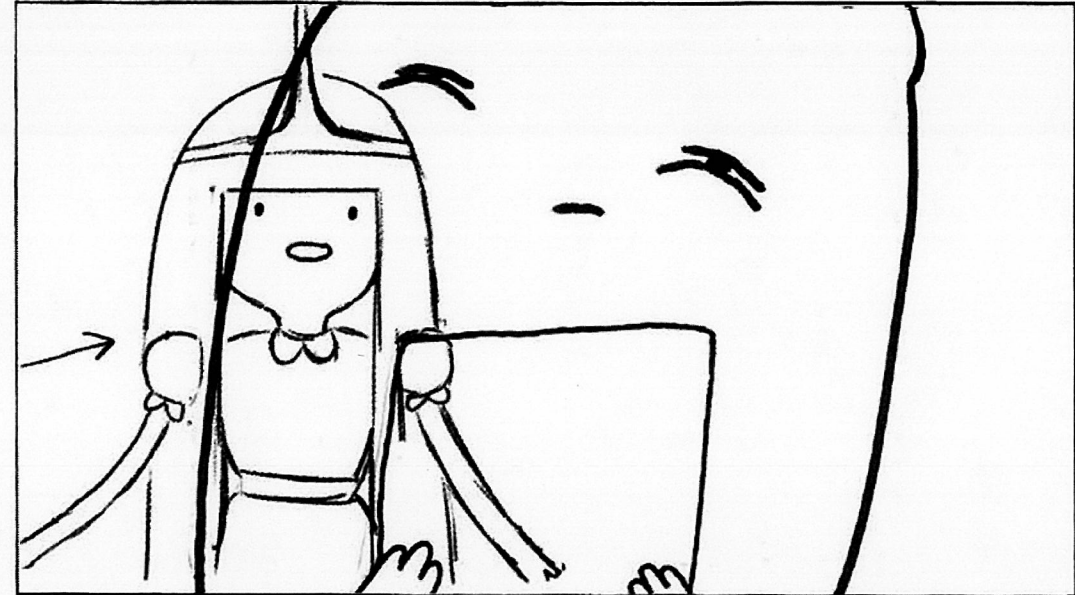


Sc. 106

Pl. D

Bg.

day night



Dialog:

PB: (memory o.s.) No! They're not -

Action:

Thinking.

Timing:

EPISODE # 1025-164

Production :

# ADVENTURE TIME



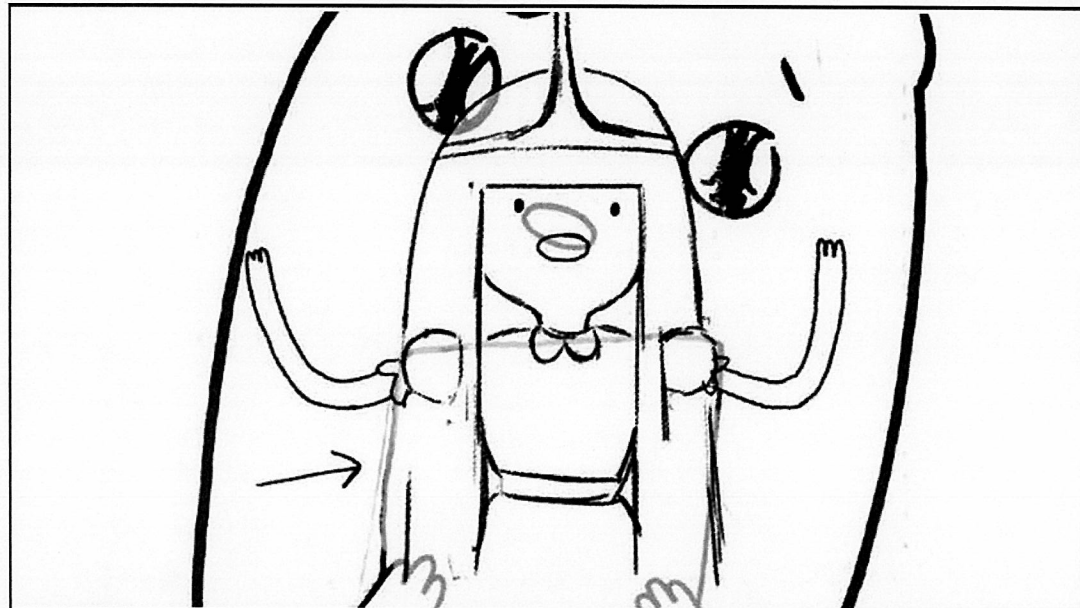
Page 131A

Sc. 106

Pnl. E

Bg.

day night

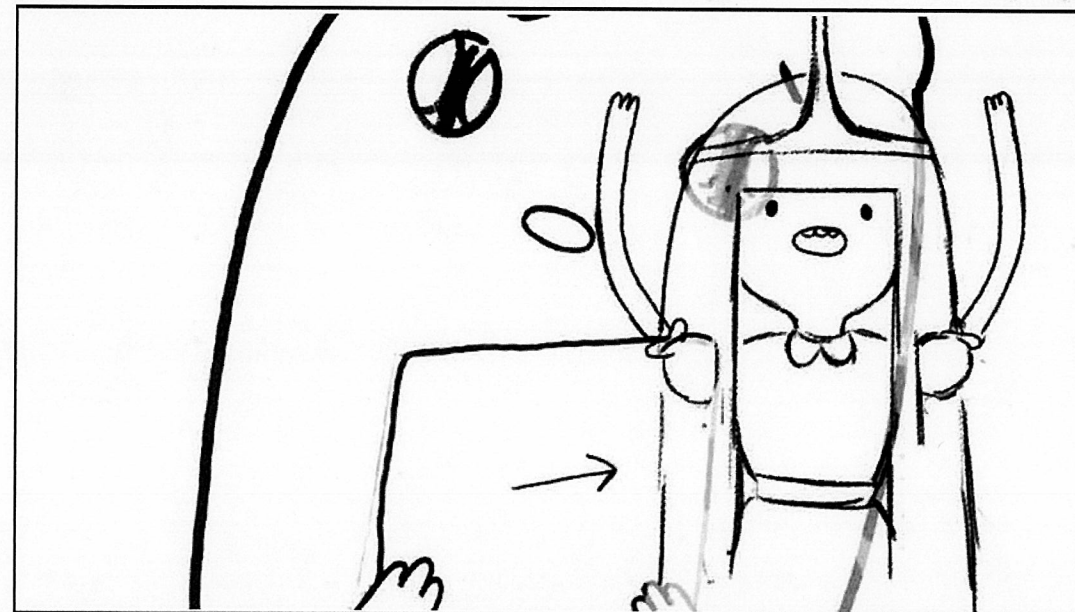


Sc. 106

Pnl. F

Bg.

day night



Dialog:

PB: (memory o.s.) brothers!!!

PB (memory O.S.)/ They're clones!

Action:

Timing:

EPISODE # 1025-164

Production :



© 2011 This material is the Property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio, duplicated or used in any manner, except for production purposes, and may not be sold or transferred.

# ADVENTURE TIME



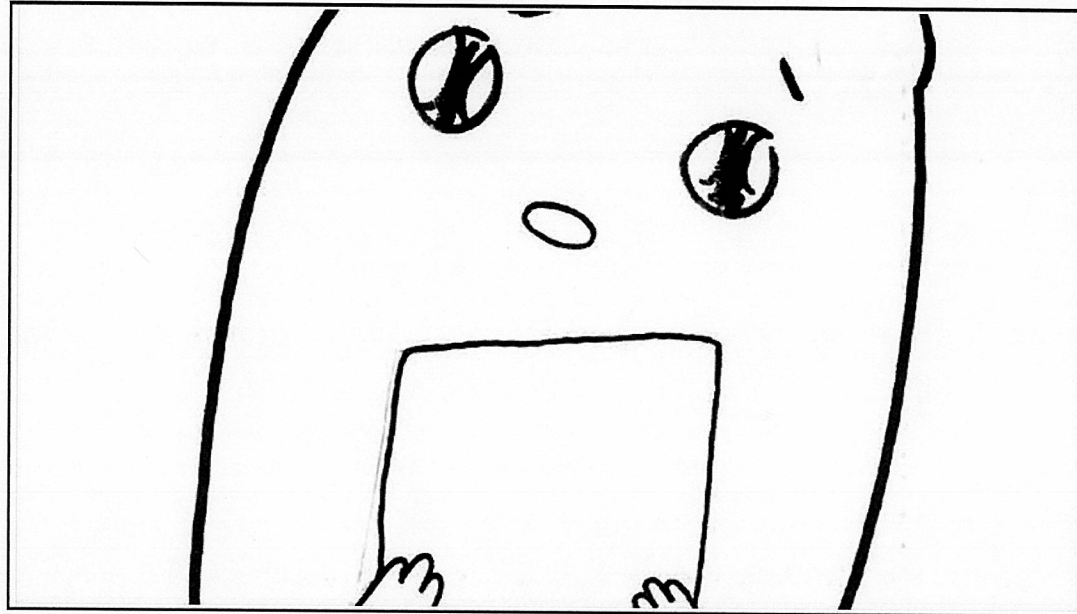
Page **131B**

Sc. 106

Pnl. G

Bg.

day night

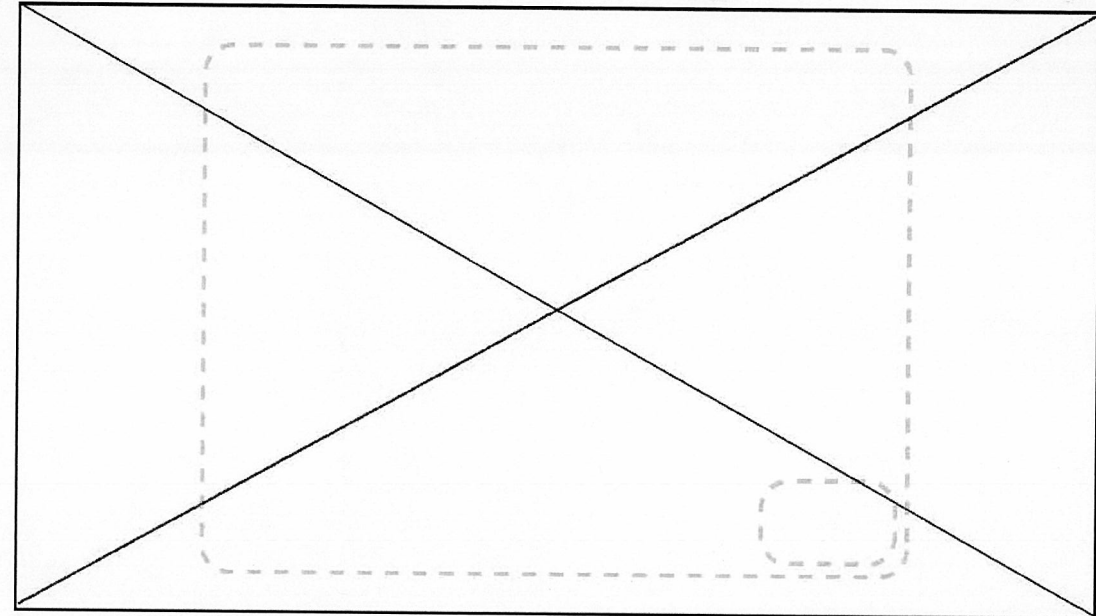


Sc.

Pnl.

Bg.

day night



Dialog:

Action:

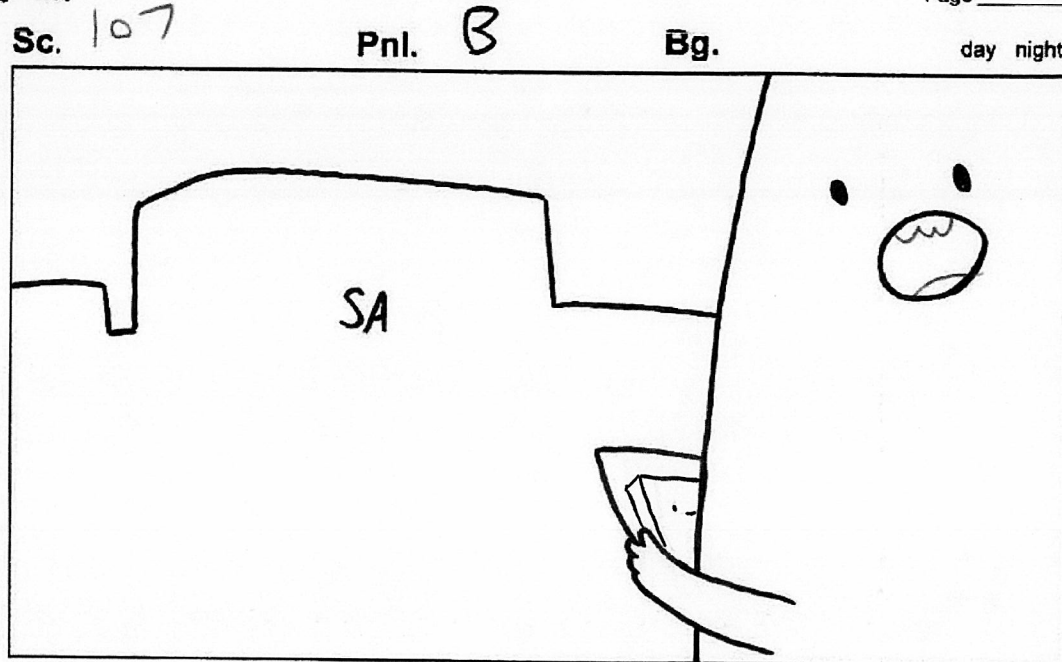
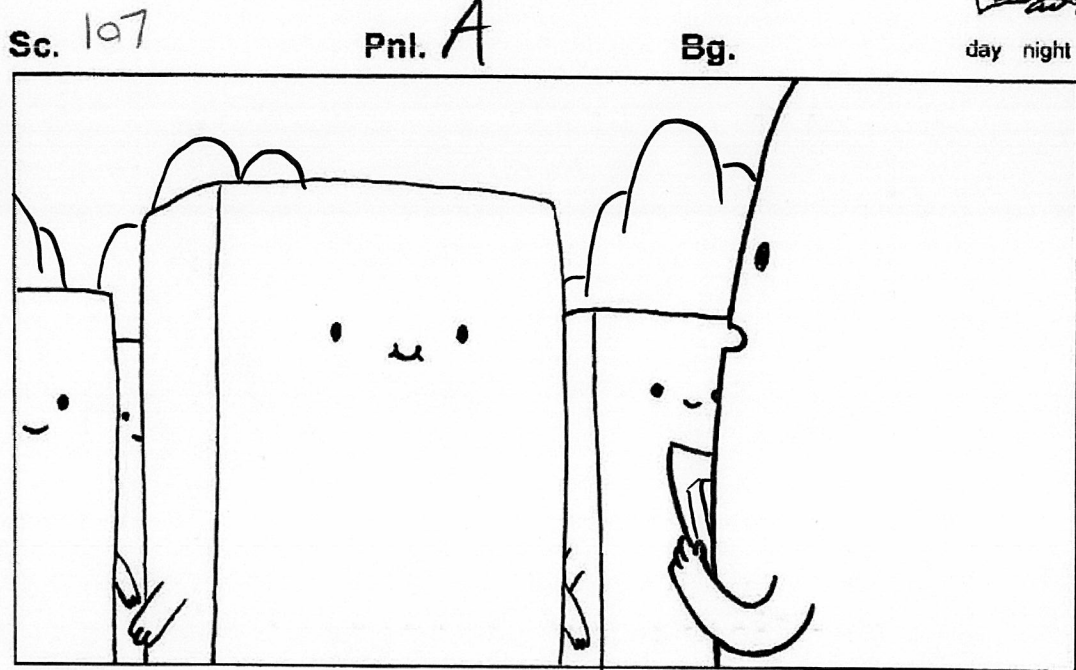
Timing:

EPISODE # **1025-164**

Production :

© 2011 This material is the property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio, duplicated or used in any manner, except for production purposes, and may not be sold or transferred.

ADVENTURE TIME



Dialog:	<u>BG#1</u> I ...	<u>BG#1</u> think ...
Action:	<u>BG#1</u> starts turning around.	
Timing:		

EPISODE # 1025-164

Production :



# ADVENTURE TIME



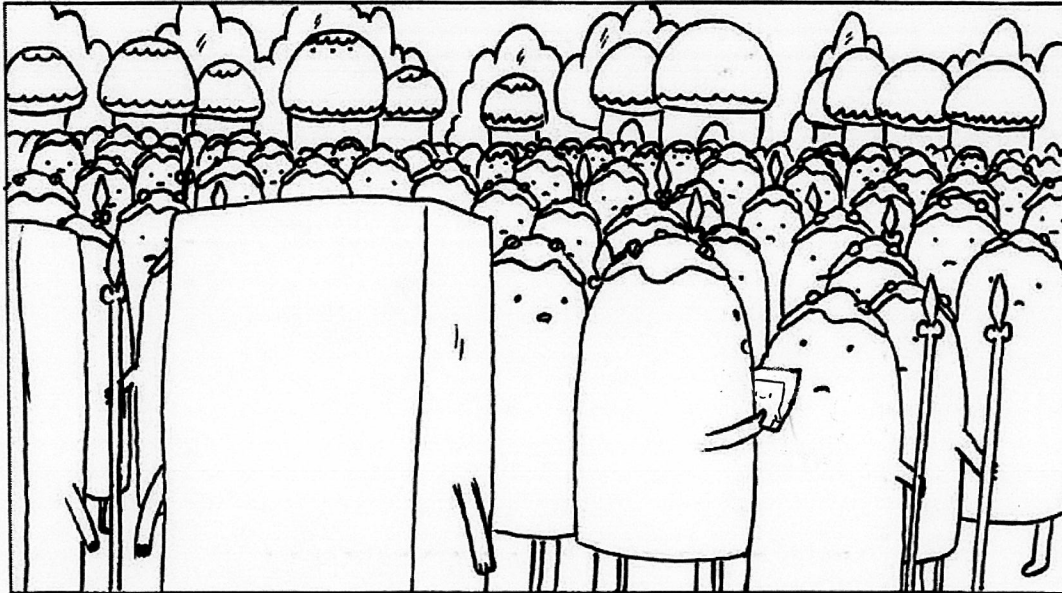
Page 133

Sc. 108

Pnl. A

Bg.

day night

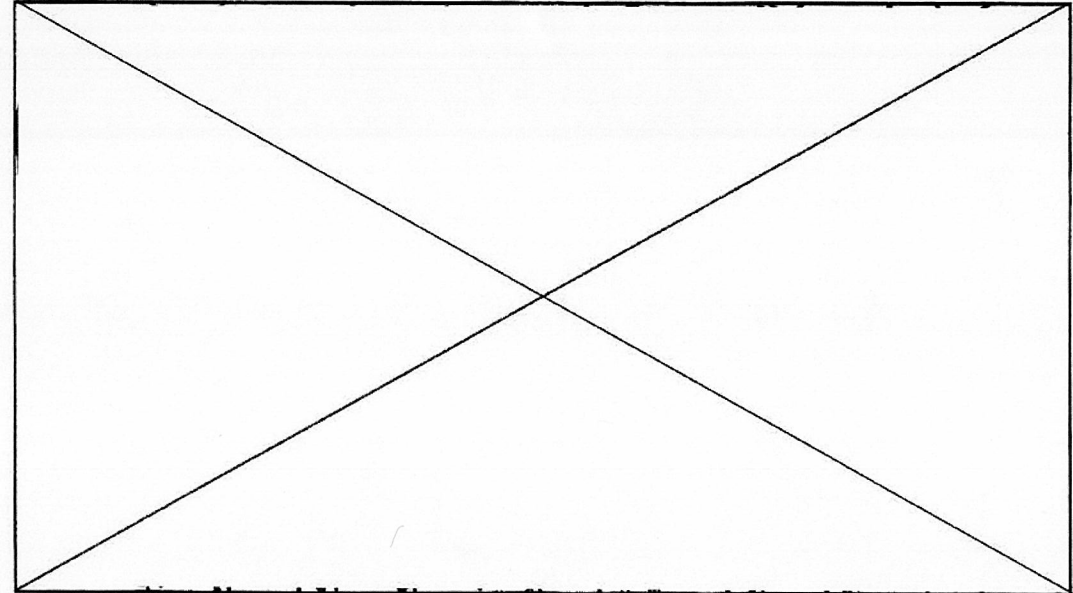


Sc.

Pnl.

Bg.

day night



Dialog: BG#1 (gradually becomes whisper)  
these are the 25 guys that are not  
 brothers.

Action:

Timing:

EPISODE # 1025-164

Production :

# ADVENTURE TIME

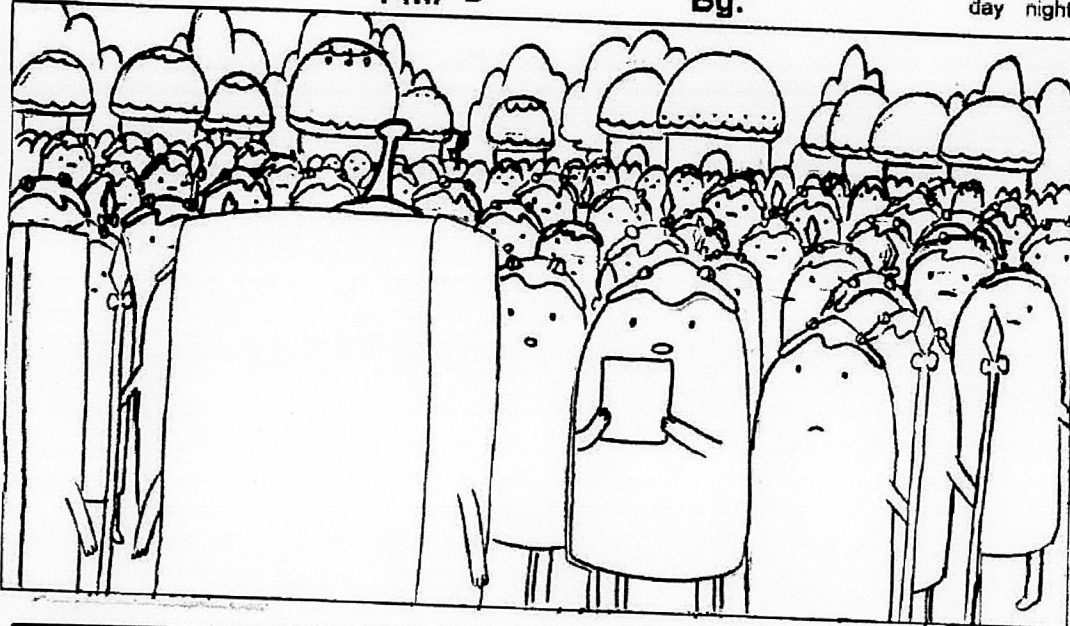


Sc. 108

Pnl. B

Bg.

day night

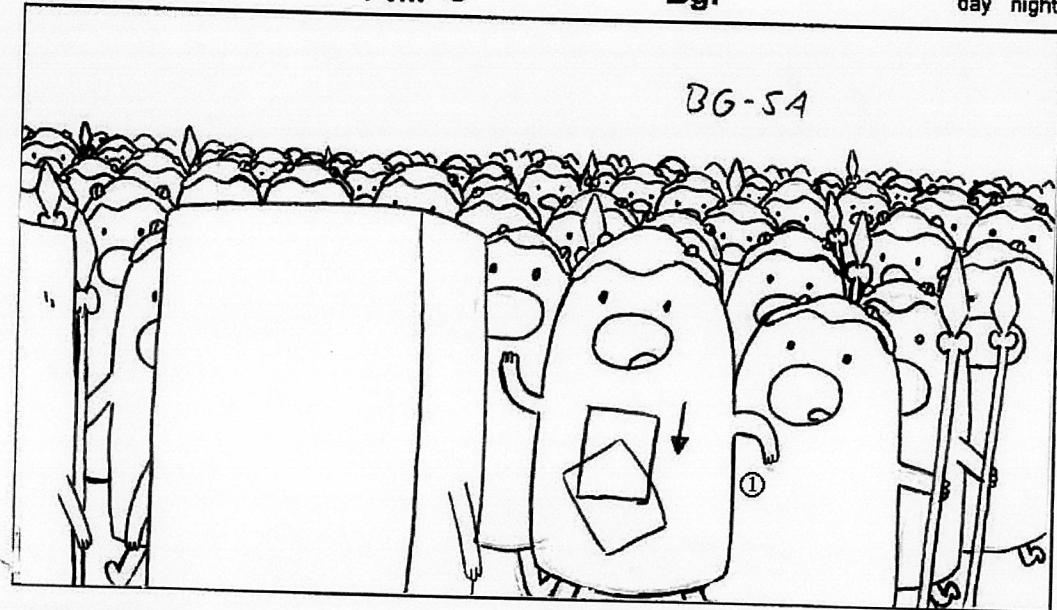


Sc. 108

Pnl. C

Bg.

day night

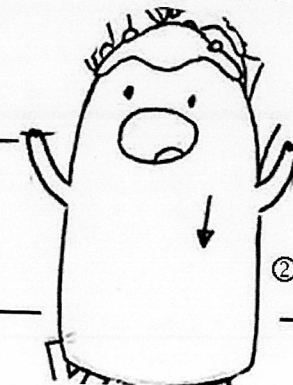


Dialog:

Action:

Timing:

BG# | Perpetrators!!  
Capture THEM!!



Page 134

EPISODE # 1025-164

Production :



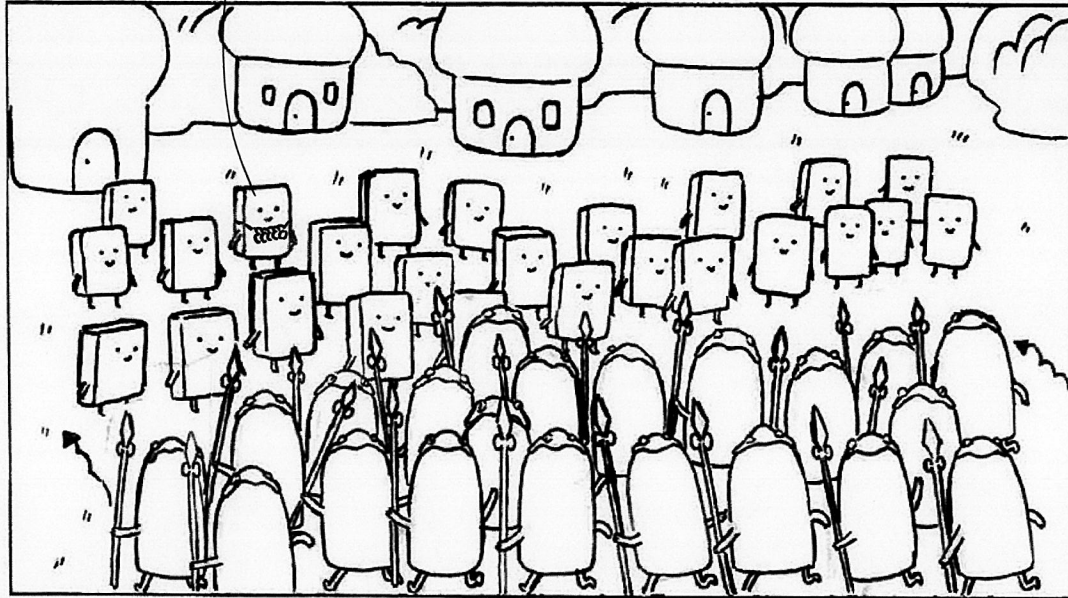
no scenes 109-110

# ADVENTURE TIME

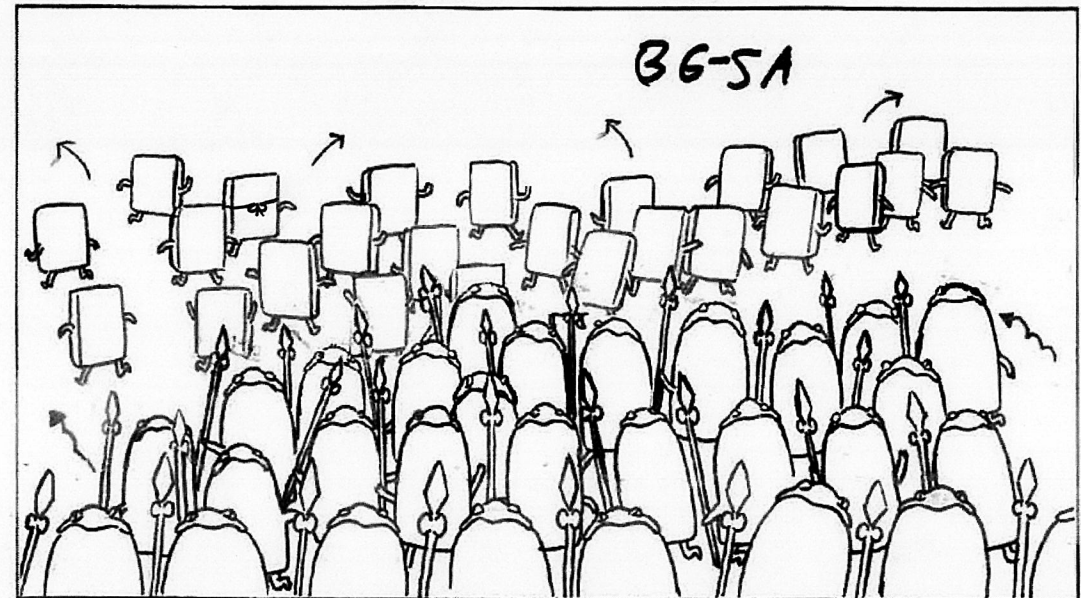


Page 135

Sc. 111 Pnl. A Bg. day night



Sc. 111 Pnl. B Bg. day night



Dialog:

BGs: AAAH!!

Action:

Banana Guards run towards Jameses. Jameses scatter.

Timing:

# ADVENTURE TIME



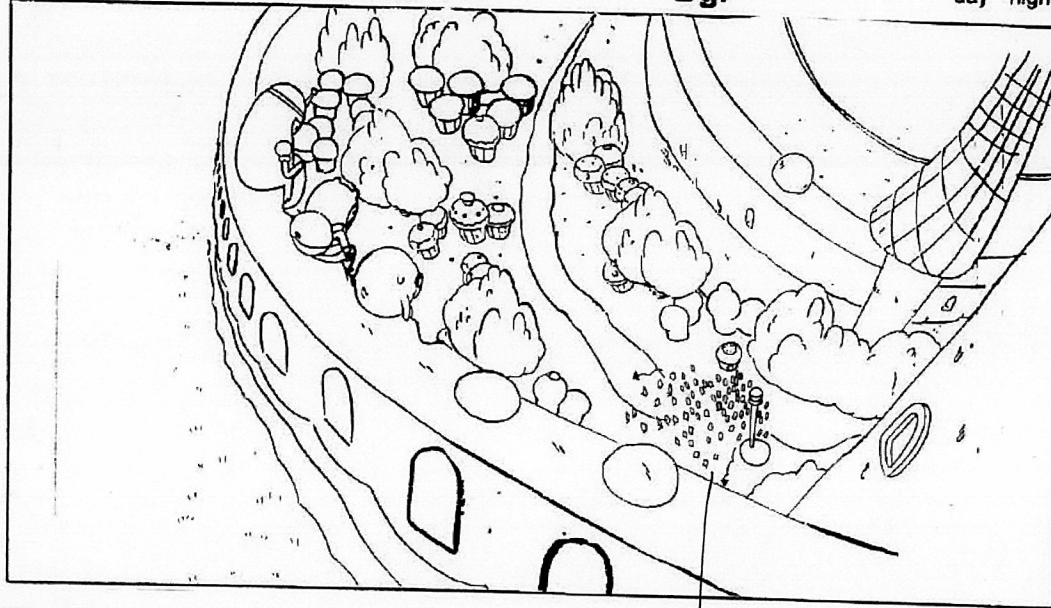
Sc.

112

Pnl. A

Bg.

day night



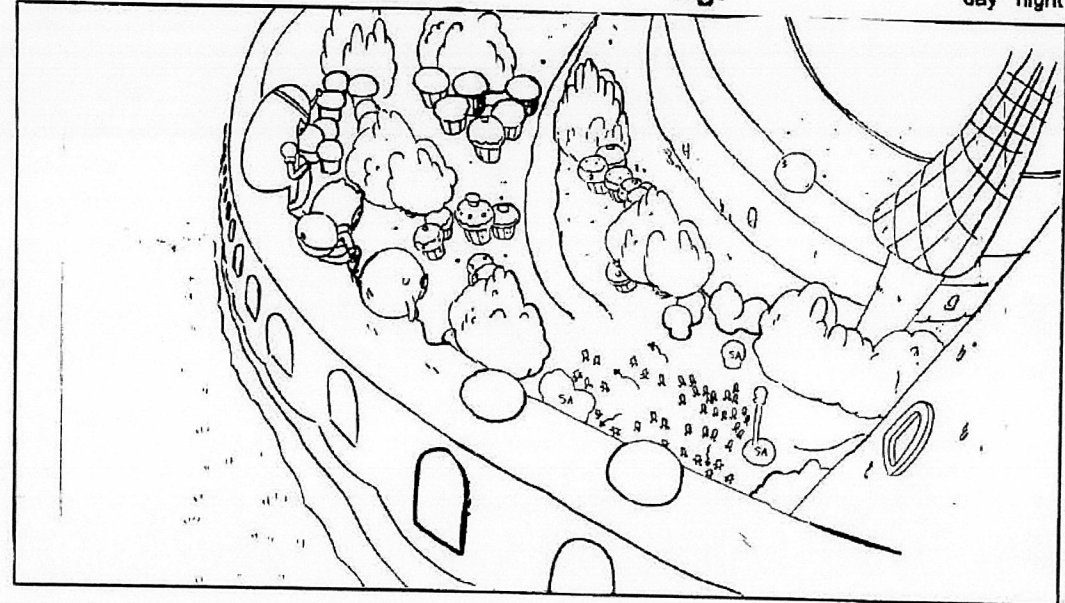
Sc.

112

Pnl. B

Bg.

day night



Dialog:

BGS: AAH!

- 25 JAMES' FLEEING.  
- B. GUARDS CHASING.

Finn  
Jake  
PB

[Laughing]

Action:

- BGS CHASE JAMESES.

Timing:

Page 136

EPISODE # 1025-164

Production :



# ADVENTURE TIME



No Scene 14

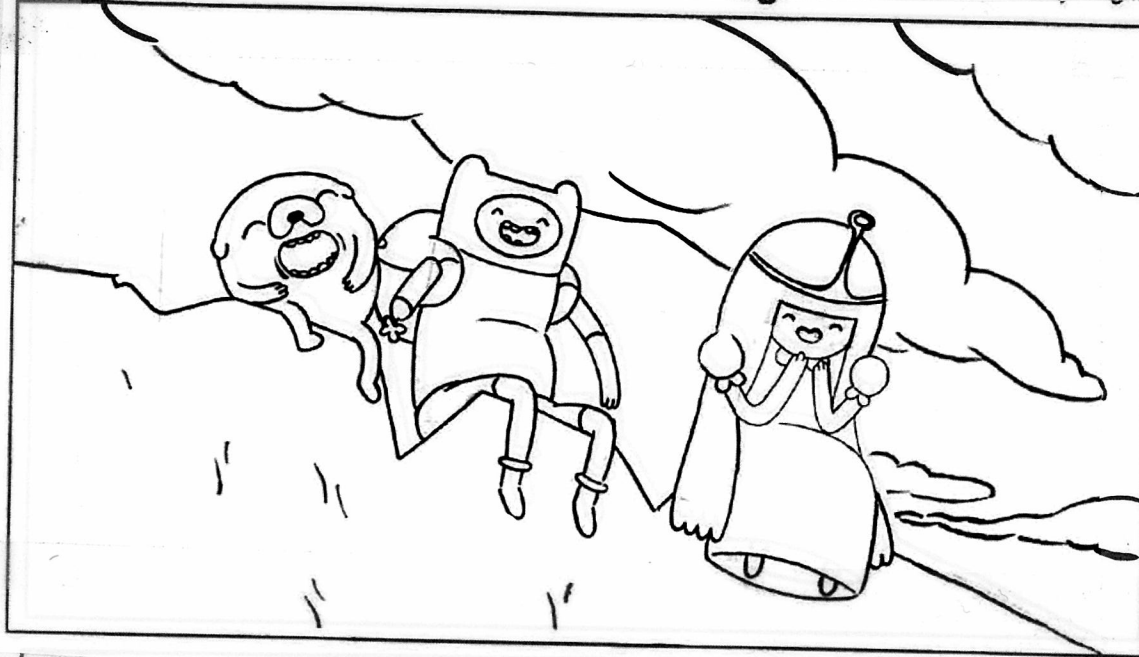
Page 137

Sc. 113

Pnl. A

Bg.

day night

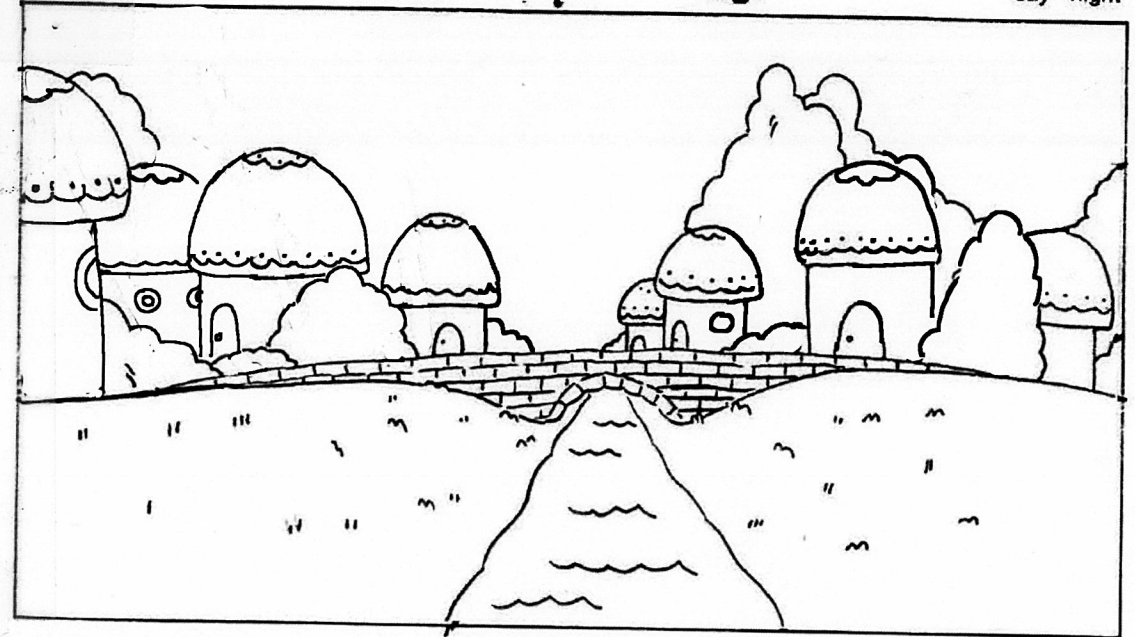


Sc. 115

Pnl. A

Bg.

day night

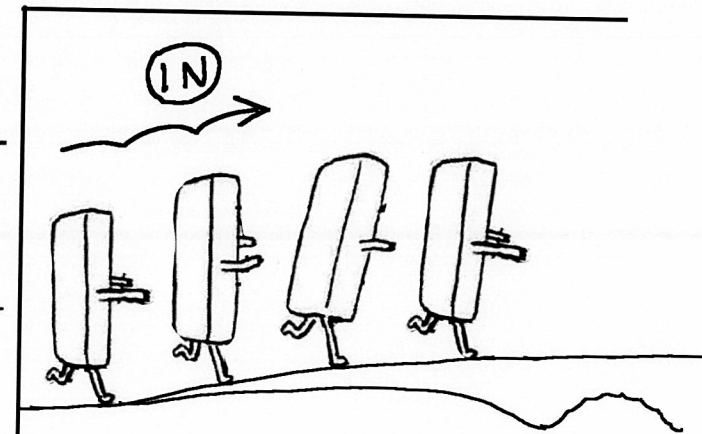


Dialog:

PB + F + J: [Laughing]

Action:

Timing:



1025-164

EPISODE #

Production :

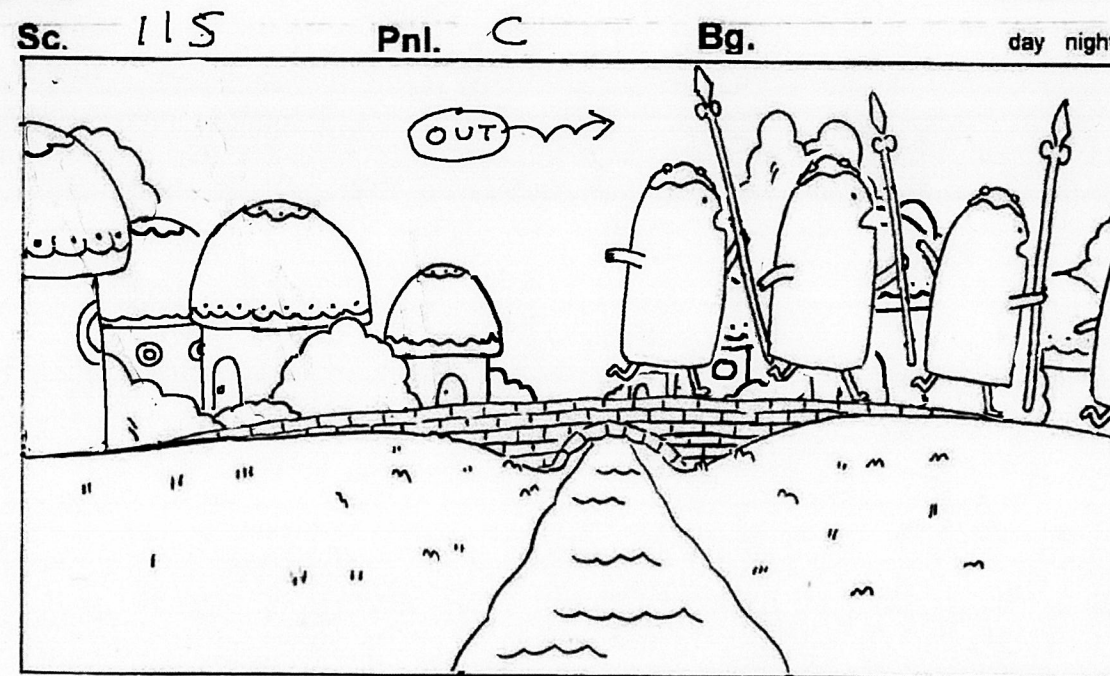
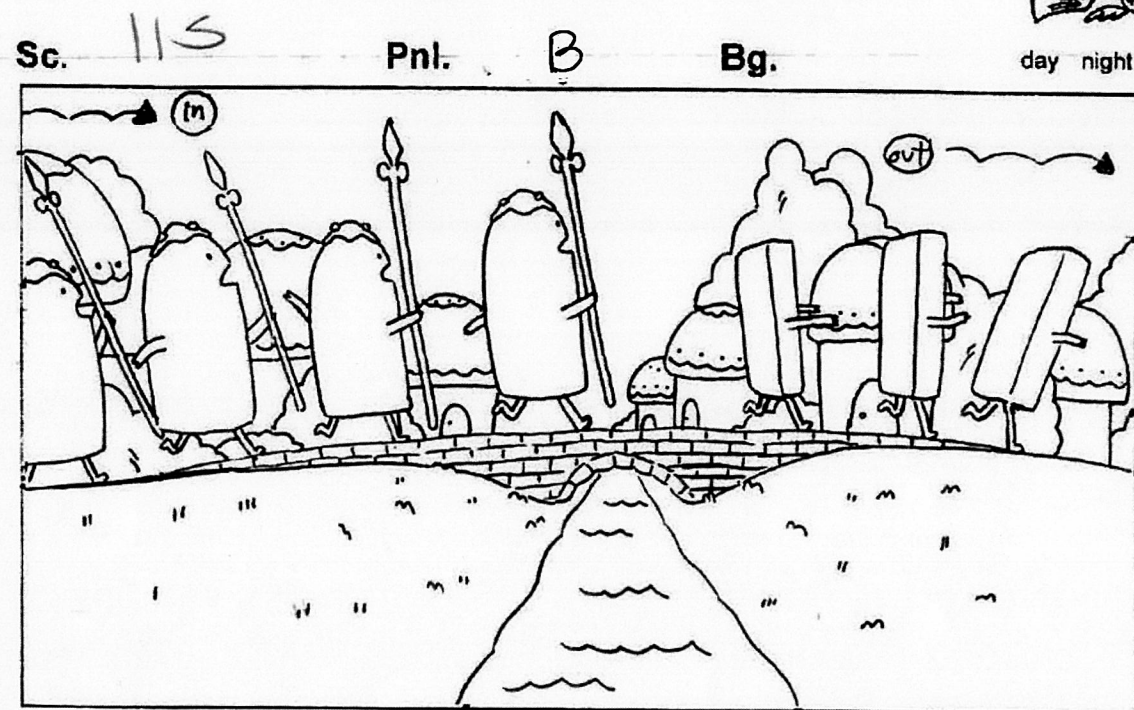
© 2011 This material is the property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio, duplicated or used in any manner, except for production purposes, and may not be sold or transferred.

# ADVENTURE TIME



No scene 116

Page 138



Dialog:

Action:

over a bridge.

Timing:

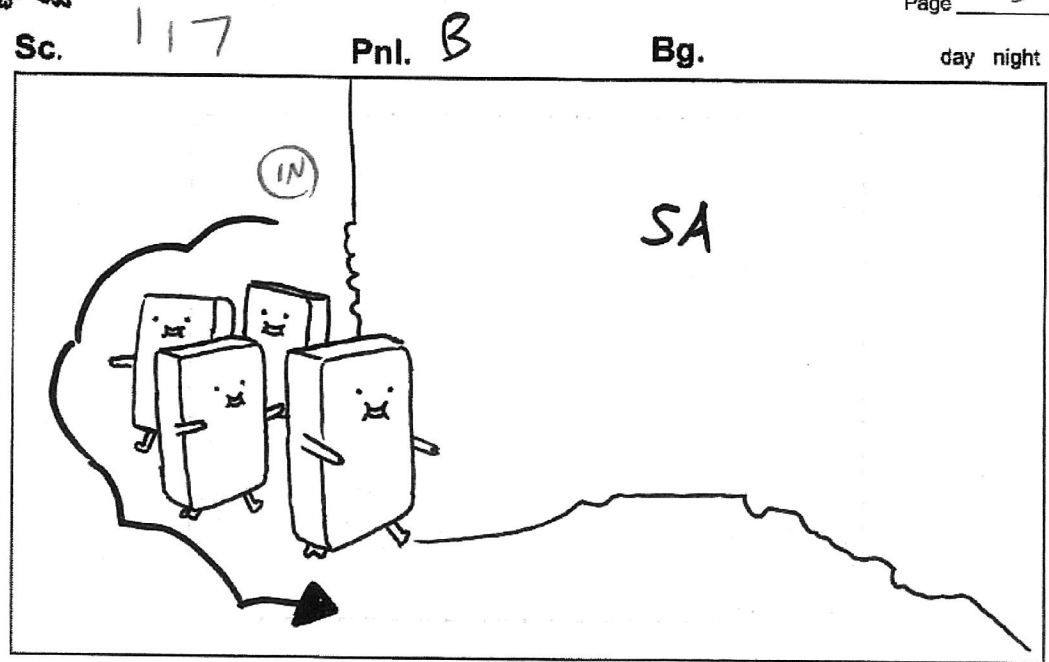
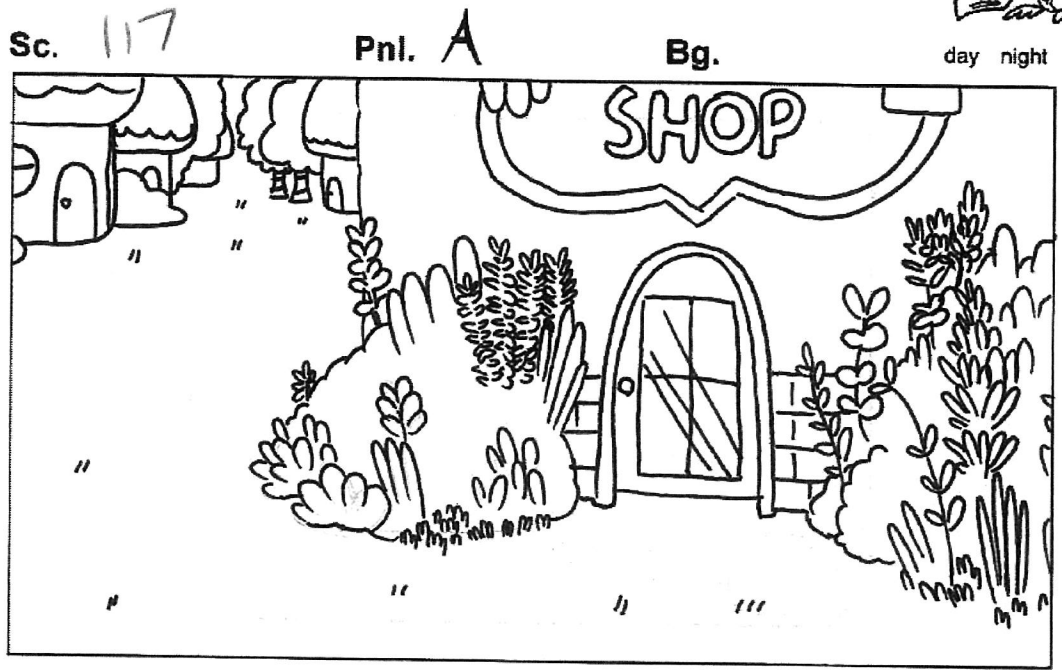
1025-164

EPISODE #

Production :

c. 2011 This material is the Property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio duplicated or used in any manner, except for production purposes, and may not be sold or transferred.

ADVENTURE TIME



Dialog:
Action:
Timing:

-JAMESSES RUN AROUND CORNER.

1025-164

EPISODE #

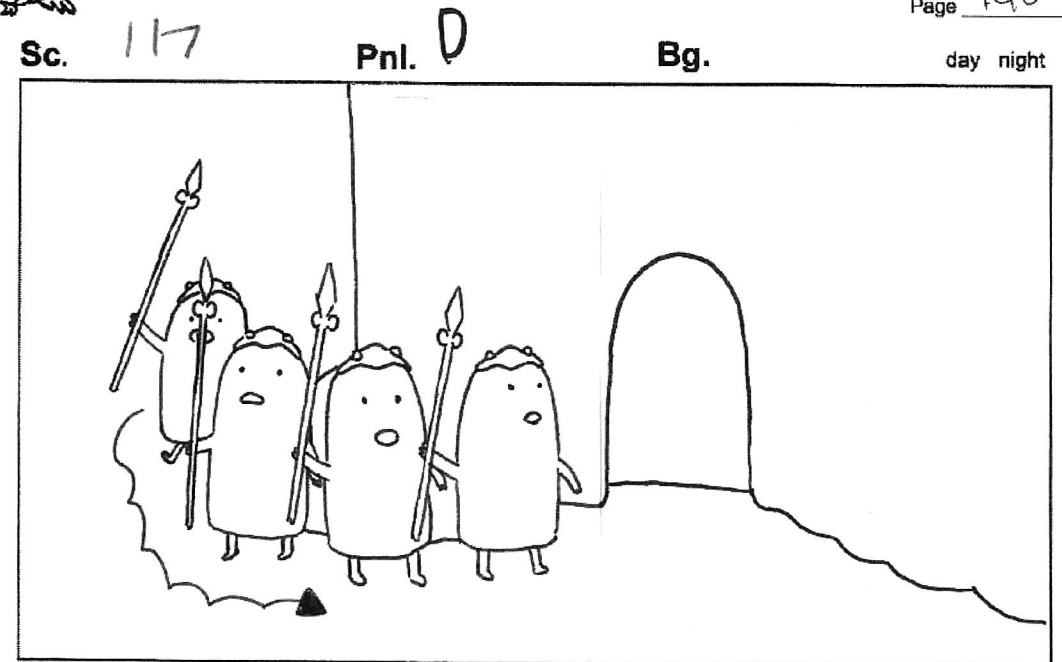
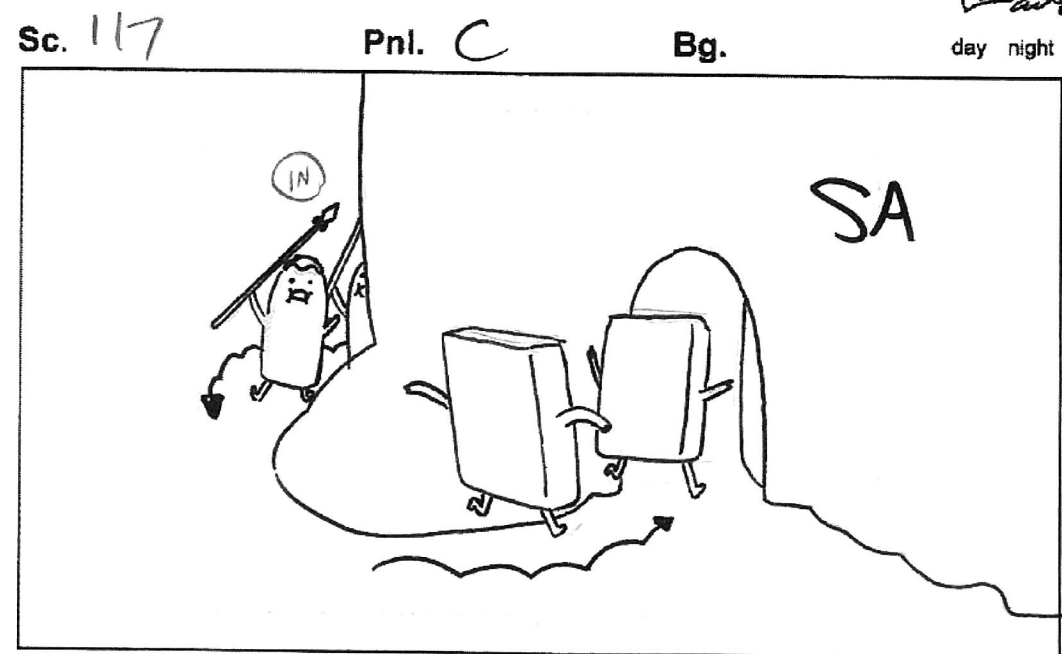
Production :



# ADVENTURE TIME



Page 140



1025-164

EPISODE #

Production :

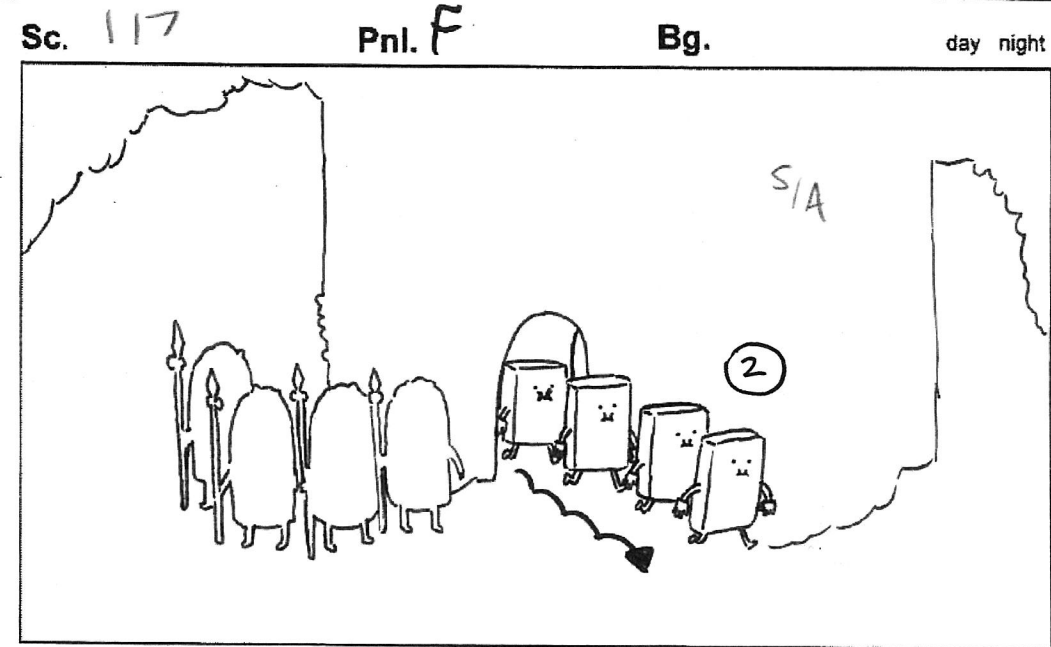
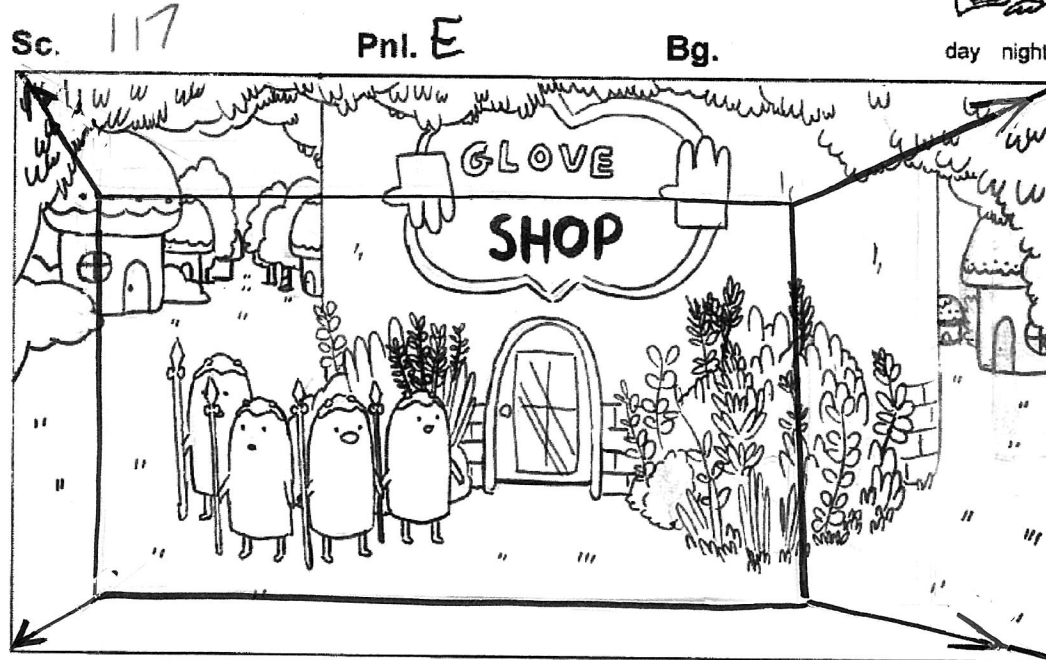
Dialog:	<u>BG.#2</u> where'd they go...?	
Action:	- Jameses run into shop. - BGS RUN ON/S.	- Door CLOSES.
Timing:		

© 2011 This material is the property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio, duplicated or used in any manner, except for production purposes, and may not be sold or transferred.

# ADVENTURE TIME



Page 141



EPISODE # 1025-164

Production :

Dialog:

Action: CAM pulls out. reveals it's a glove shop. BGS LOOK AROUND

- Jameses walk out from shop.  
- JAMESES ALL WEAR GLOVES

Timing:



# ADVENTURE TIME



Page 142

Sc. 117

Pnl. G

Bg.

day night



Sc. 117

Pnl. H

Bg.

day night



Dialog:

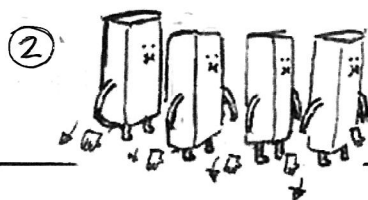
BGs: It's them!!!

Action:

BGs don't recognize Jameses because they're wearing gloves.

Jameses' gloves falls off.

Timing:



1025-164

EPISODE #

Production :



© 2011 This material is the Property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio, duplicated or used in any manner except for production purposes, and may not be sold or transferred.

ADVENTURE TIME



Sc. 117 Pnl. I Bg. day night

Sc. 117 Pnl. J Bg. day night

Dialog:	<u>JAMES</u> : WOOP WOOP WOOP!	
Action:	Jameses stop, turn, look at BGs.	chase continues. Montage Ends.
Timing:		

EPISODE # 1025-164

Production :

© 2011 This material is the Property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio, duplicated or used in any manner, except for production purposes, and may not be sold or transferred.

ADVENTURE TIME



Sc. 117

Pnl. K

Bg.

day night

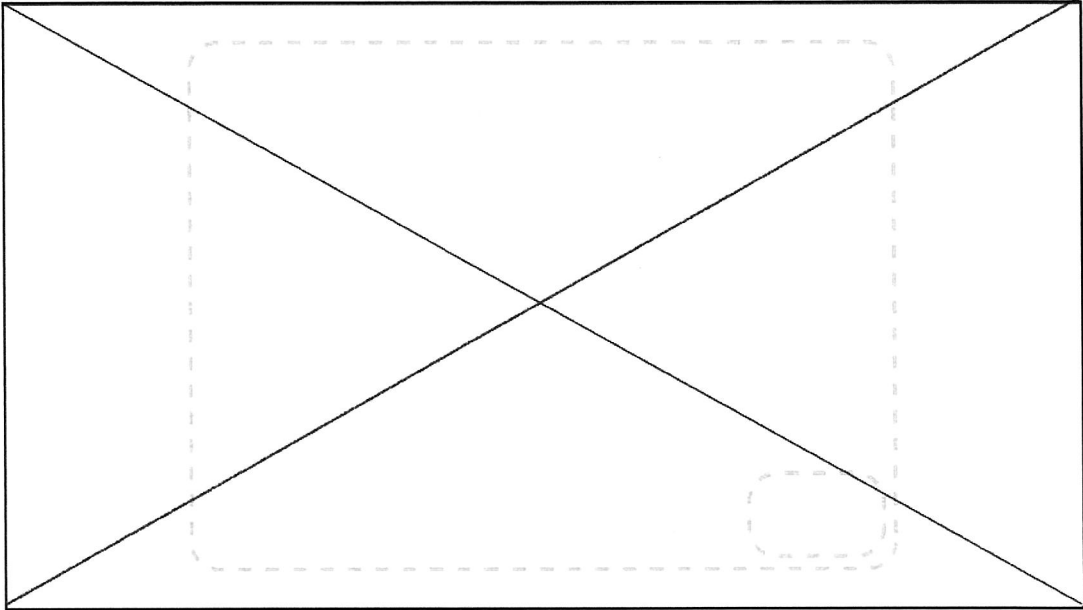


Sc.

Pnl.

Bg.

day night



Dialog:
Action:
Timing:

EPISODE # 1025-164

Production :

# ADVENTURE TIME



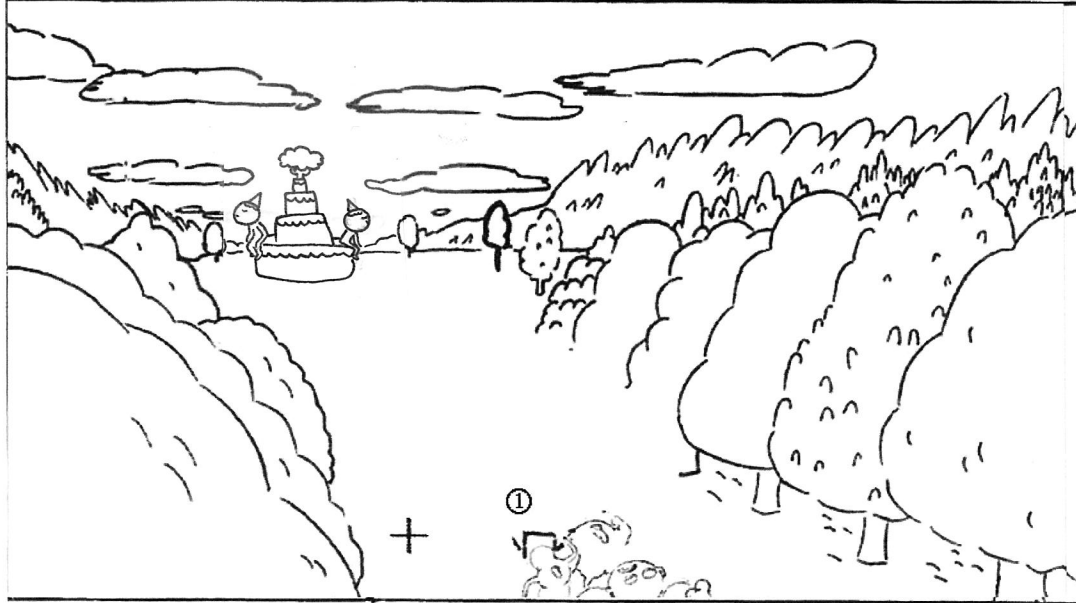
Page 144

Sc. 118

Pnl. *A*

Bg.

day night

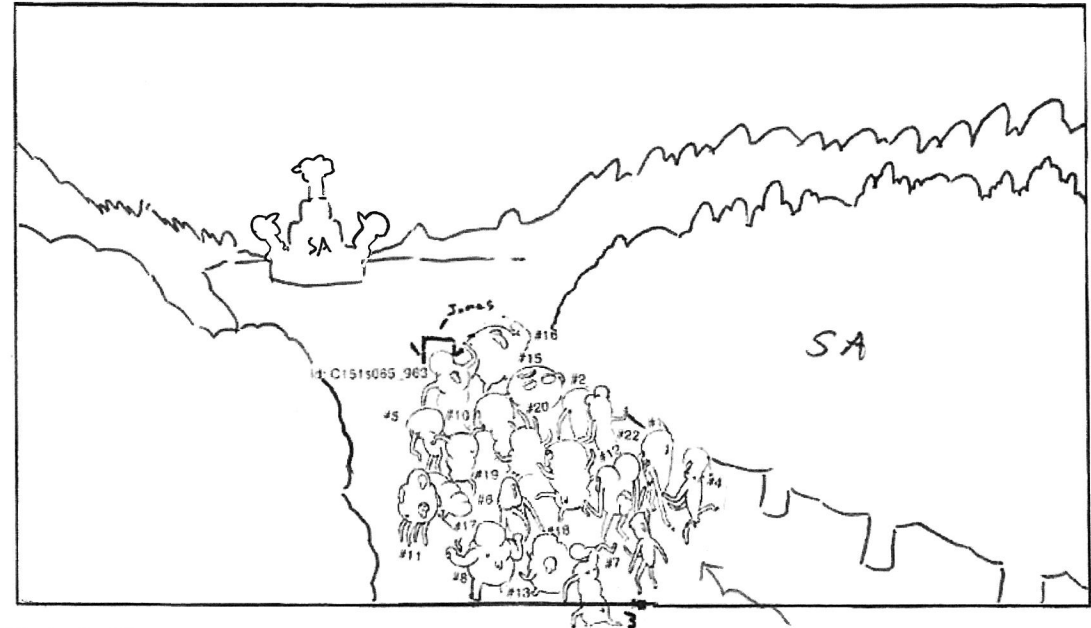


Sc. 118

Pnl. *B*

Bg.

day night



Dialog:

Goo Monsters/ [zombie walla]

Action:

- they're getting closer to the Candy Kingdom.

Timing:



1025-164

EPISODE #

Production :



# ADVENTURE TIME



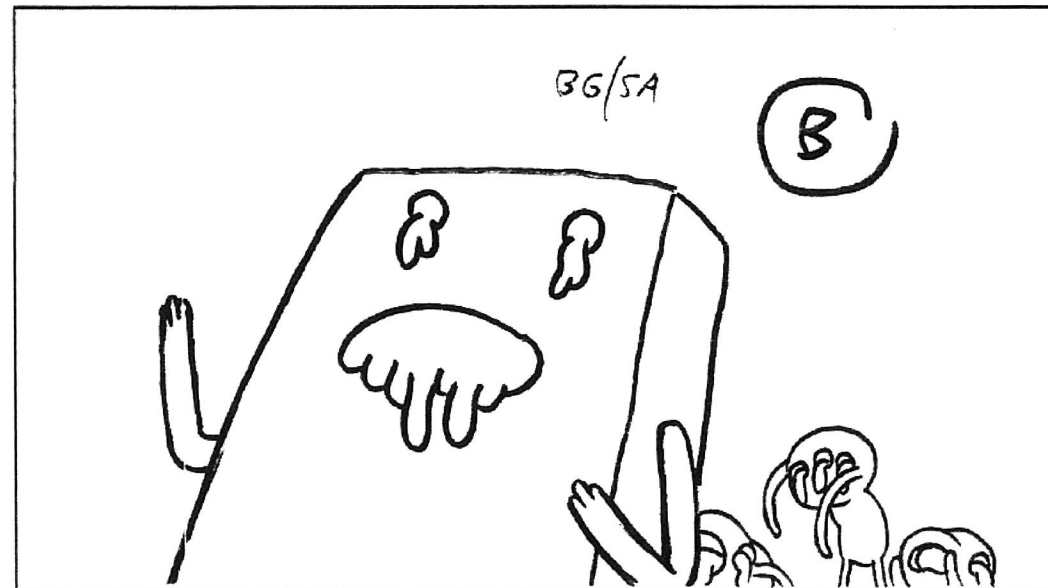
next pg 147

Page 145

Sc. 119 Pnl. A Bg. day night



Sc. 119 Pnl. B Bg. day night



1025-164

EPISODE #

Production :

Dialog:

Goo Monsters/ [zombie walla]

Action:

Timing:

no scene 120

# ADVENTURE TIME



No pg 146

Page 147

Sc. 121

Pnl. A

Bg.

day night

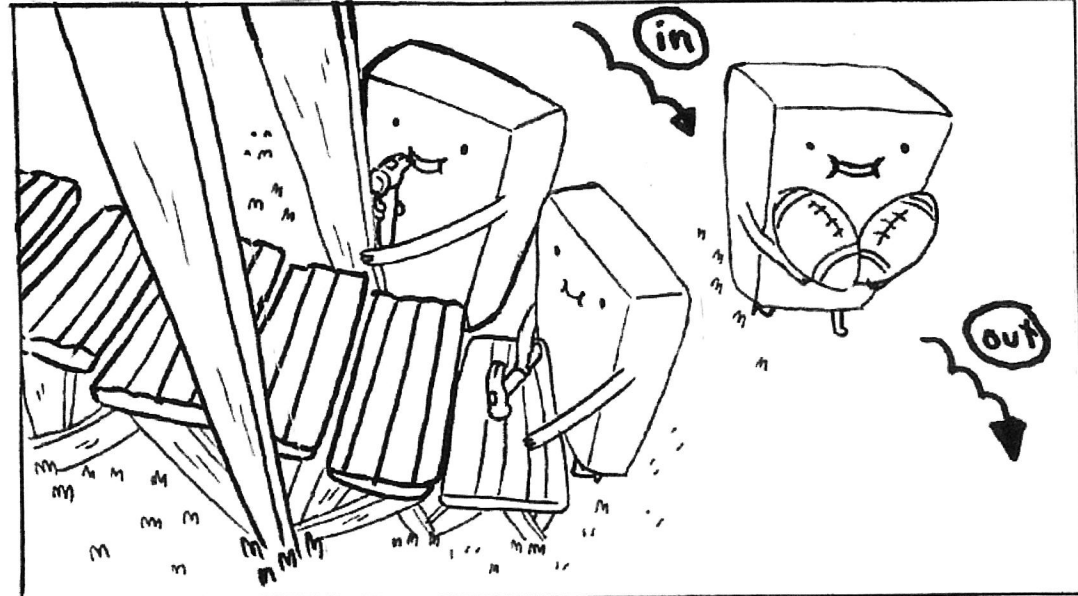


Sc. 122

Pnl. A

Bg.

day night

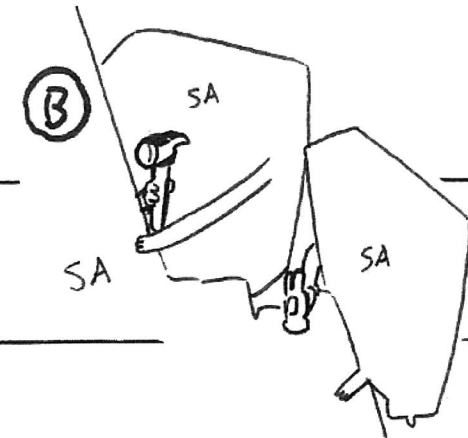


Dialog:

Action: Finn, Jake, Princess Bubblegum atop the wall of the Candy Kingdom.

- JAMESSES BUILD.

Timing:



EPISODE # 1025-164

Production :

© 2011 This material is the Property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio, duplicated or used in any manner, except for production purposes, and may not be sold or transferred.

ADVENTURE TIME



Sc. 122	Pnl. B	Bg.	day night	Sc. 122	Pnl. C	Bg.	day night

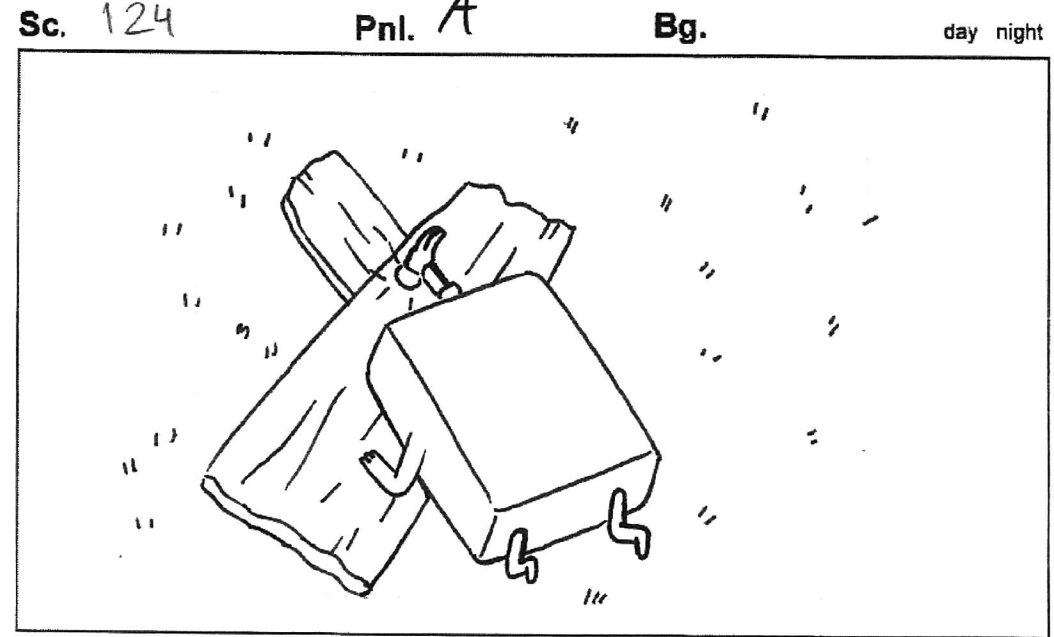
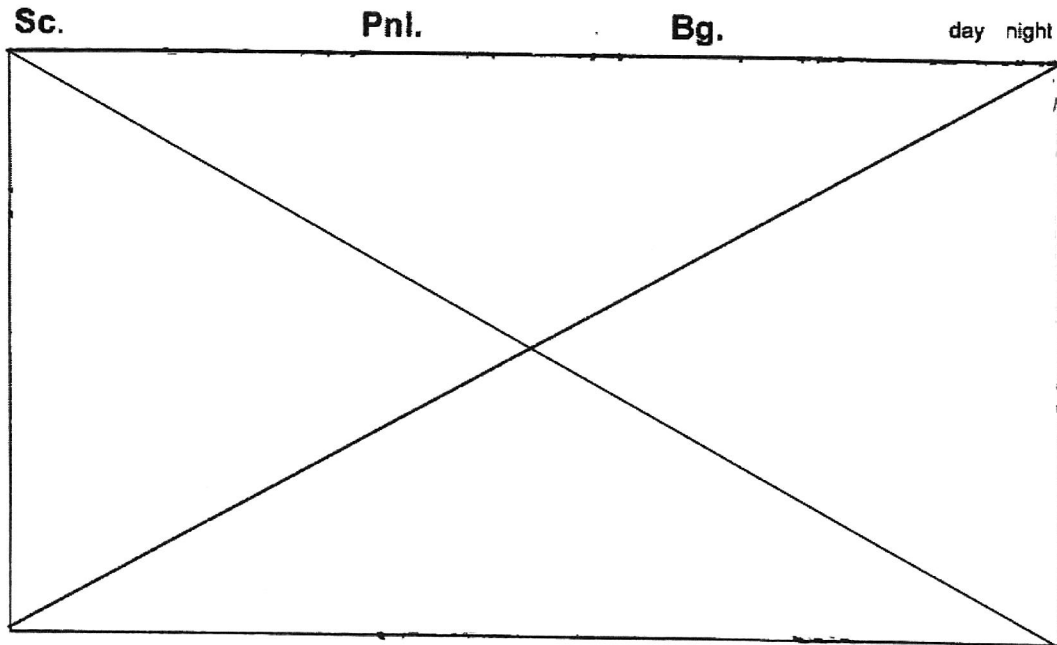
Dialog:
Action:
Timing:

EPISODE # 1025-164  
Production :

no scene 123  
**ADVENTURE TIME**



Page 148



EPISODE # **1025-164**

Production :

Dialog:

Action:

Timing:

SFX: \* HAMMERUNG \*





# ADVENTURE TIME



Page 149

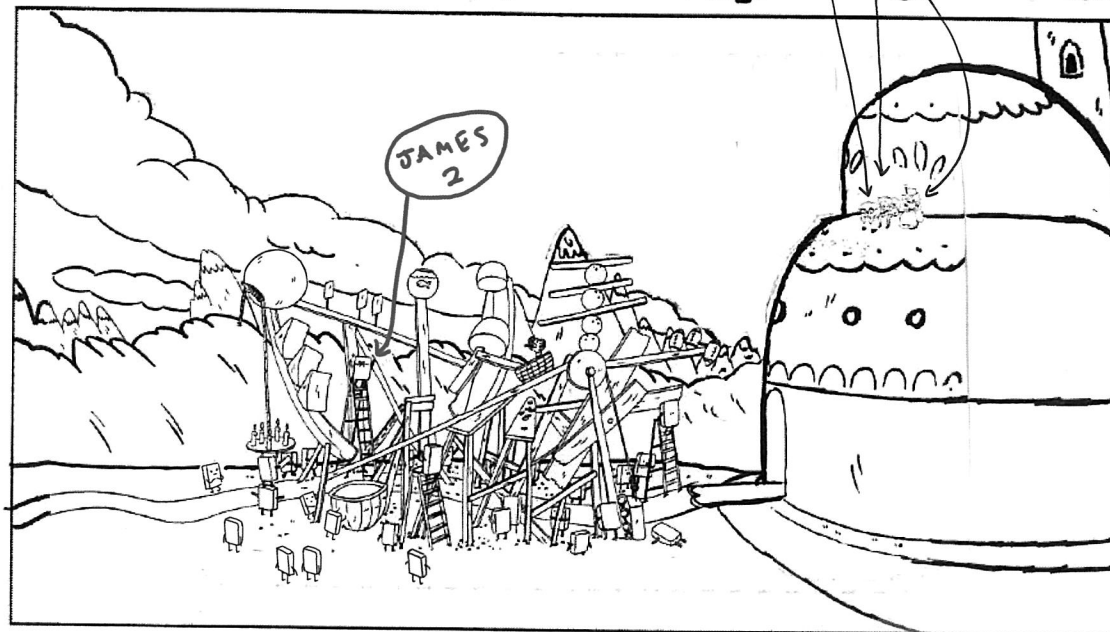
Sc. 125

Pnl. A

Bg.

JAKE  
FINN  
PB

day night

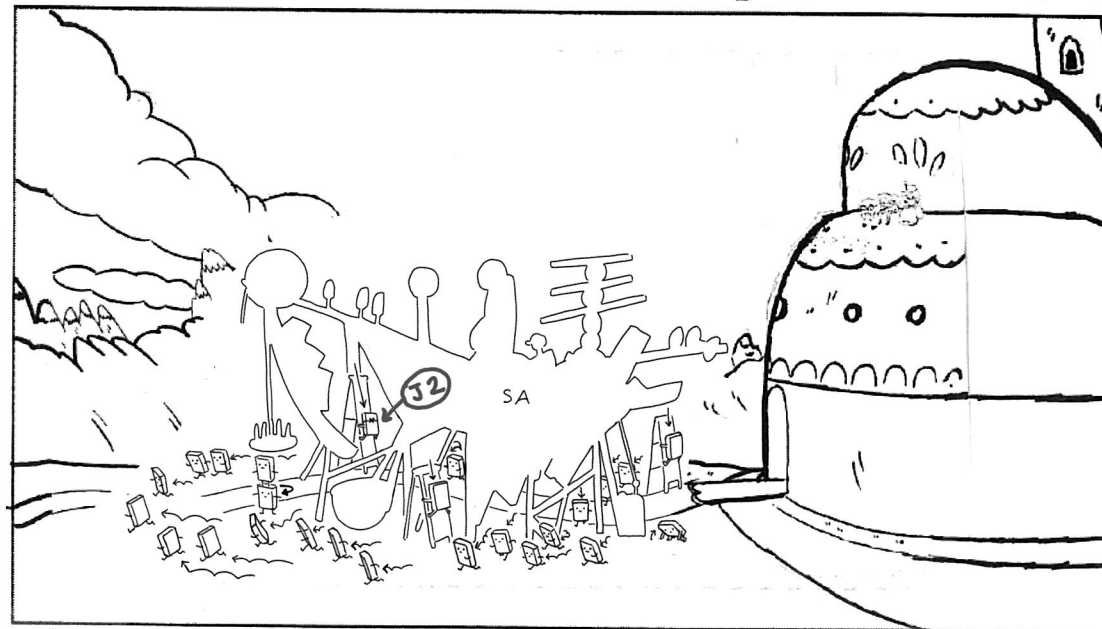


Sc. 125

Pnl. B

Bg.

day night



Dialog:

DETAIL:



Action:

F + J + PB watch the Jameses  
put together a Rube Goldberg device.

- Jameses run away and hide.

Timing:

1025-164

EPISODE #

Production :

© 2011 This material is the Property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio, duplicated or used in any manner, except for production purposes, and may not be sold or transferred.

# ADVENTURE TIME



Sc. 125

Pnl. C

Bg.

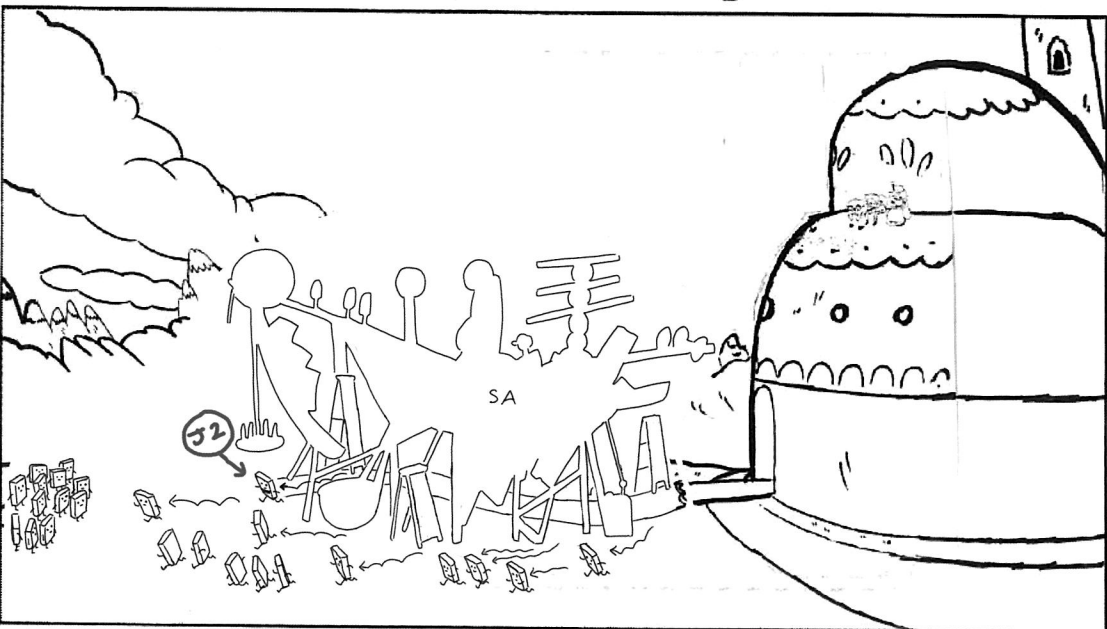
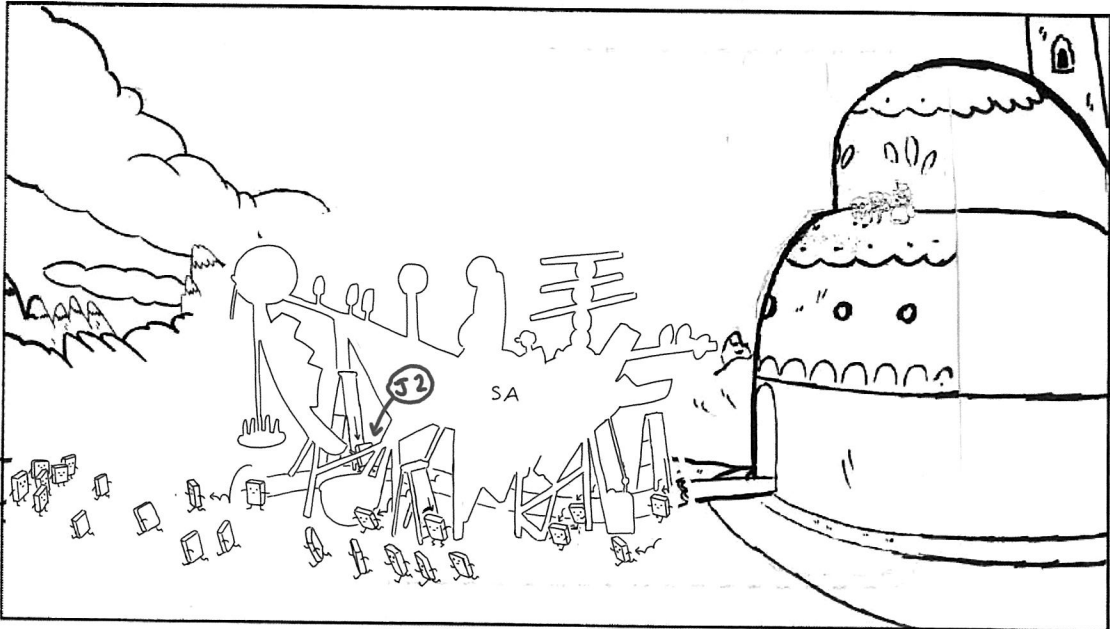
day night

Sc. 125

Pnl. D

Bg.

day night



Dialog:
Action:
Timing:

EPISODE # 1025-164

Production :

© 2011 This material is the property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio, duplicated or used in any manner, except for production purposes, and may not be sold or transferred.

# ADVENTURE TIME



Page **150A**

Sc. 125

Pnl. E

Bg.

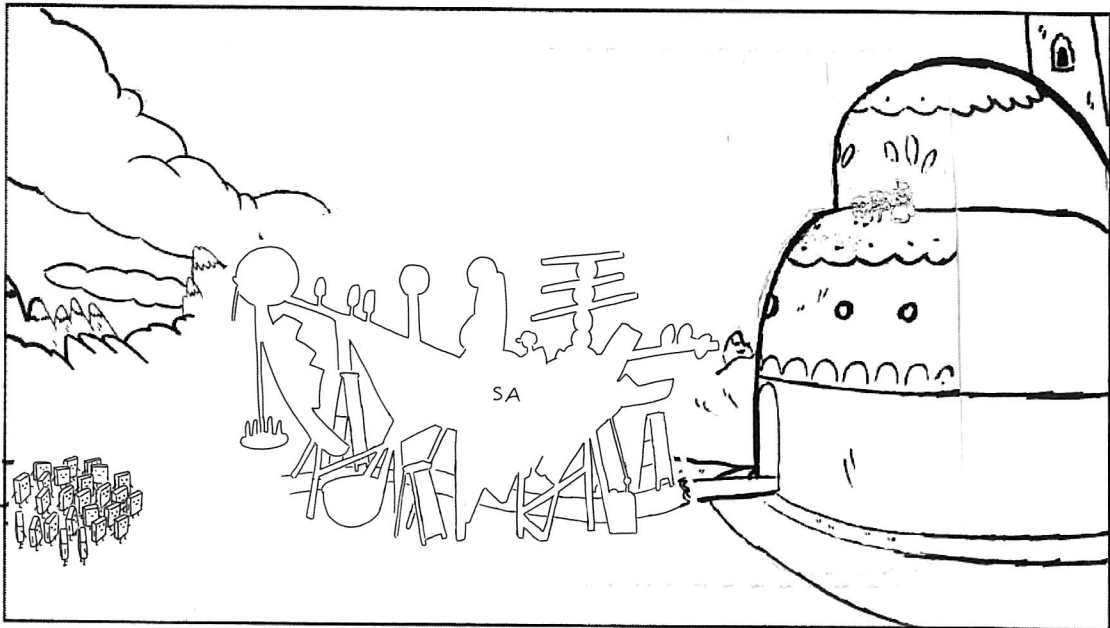
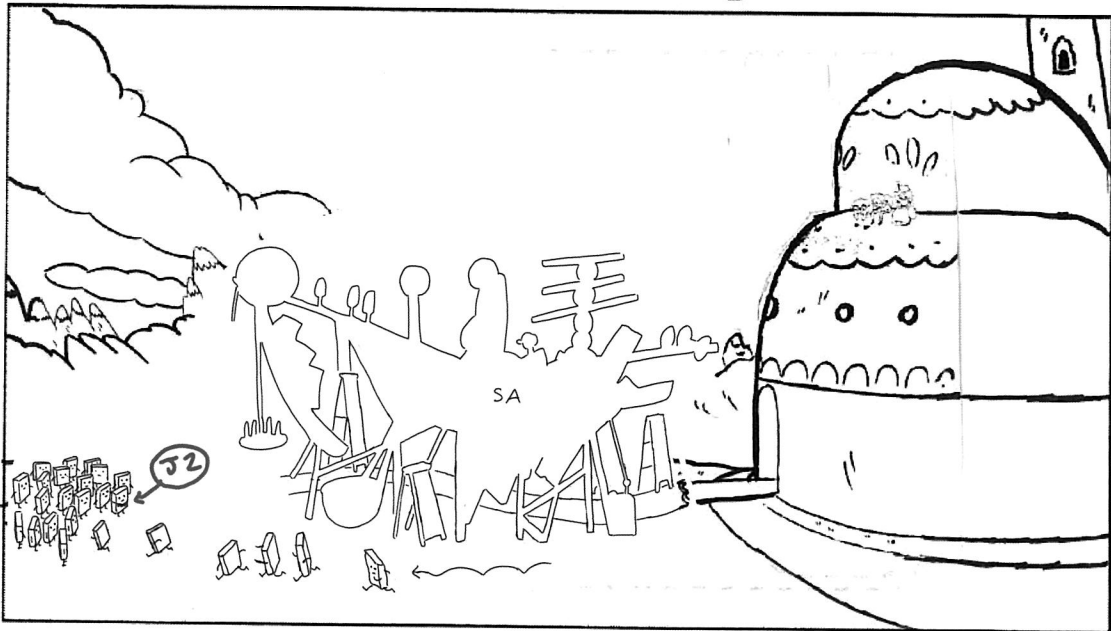
day night

Sc. 125

Pnl. F

Bg.

day night



Dialog:

Action:

Timing:

EPISODE # 1025-164

Production :

No scenes 126-127

# ADVENTURE TIME



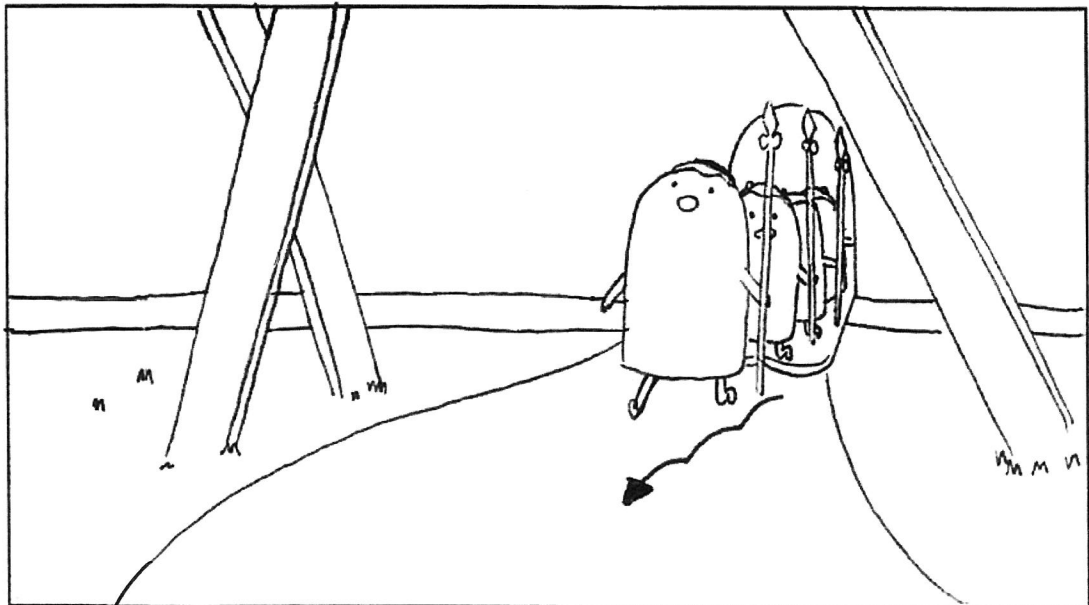
Page 151

Sc. 128

Pnl. A

Bg.

day night

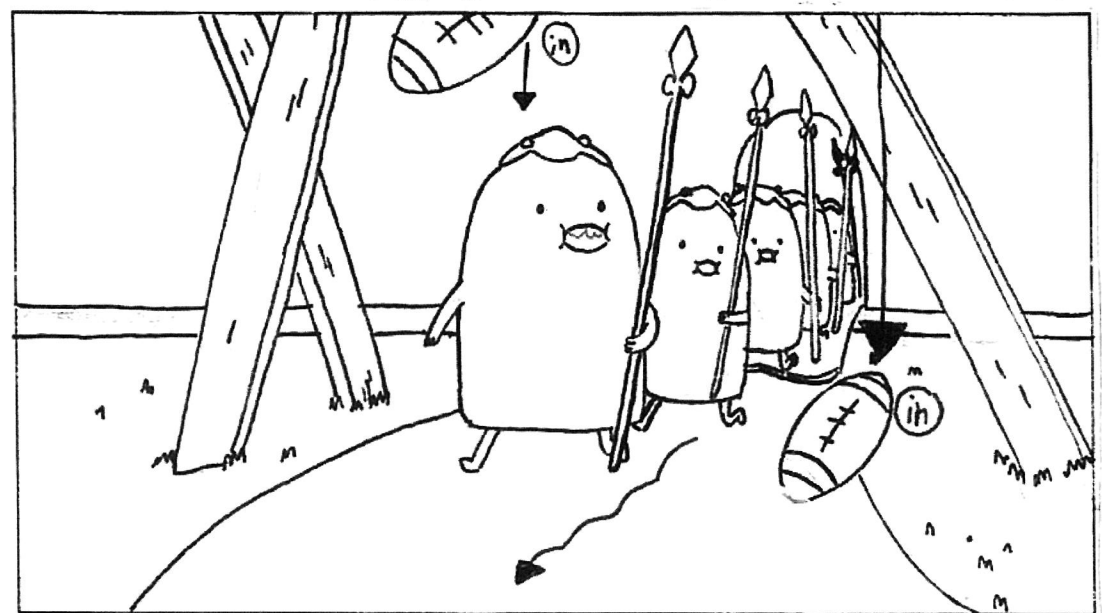


Sc. 128

Pnl. B

Bg.

day night



Dialog:	BG #1 : WHU -
Action:	- FOOTBALLS FALL ON/5
Timing:	

EPISODE # 1025-164

Production :

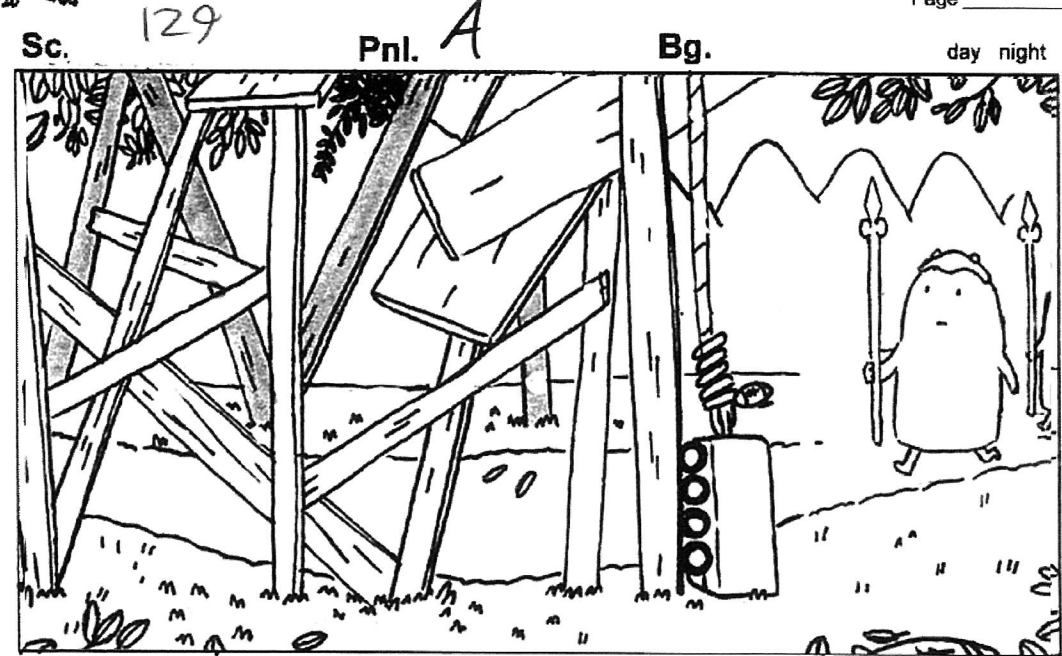
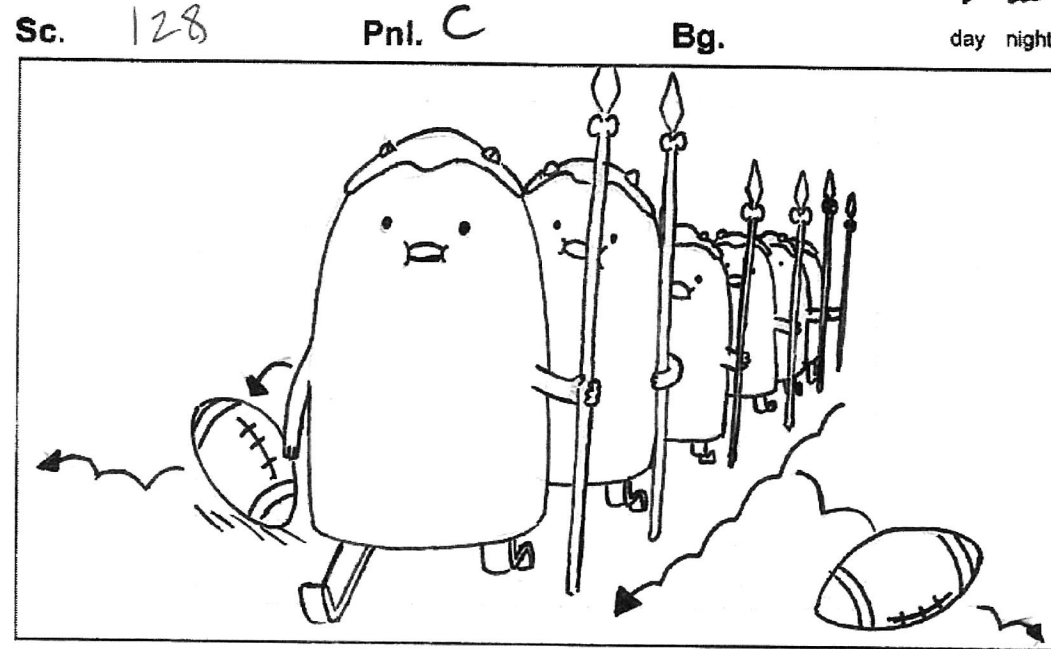
© 2011 This material is the Property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio, duplicated or used in any manner, except for production purposes, and may not be sold or transferred.



# ADVENTURE TIME



Page 152



Dialog:

Action:

- BGS CONTINUE WALKING FORWARD.

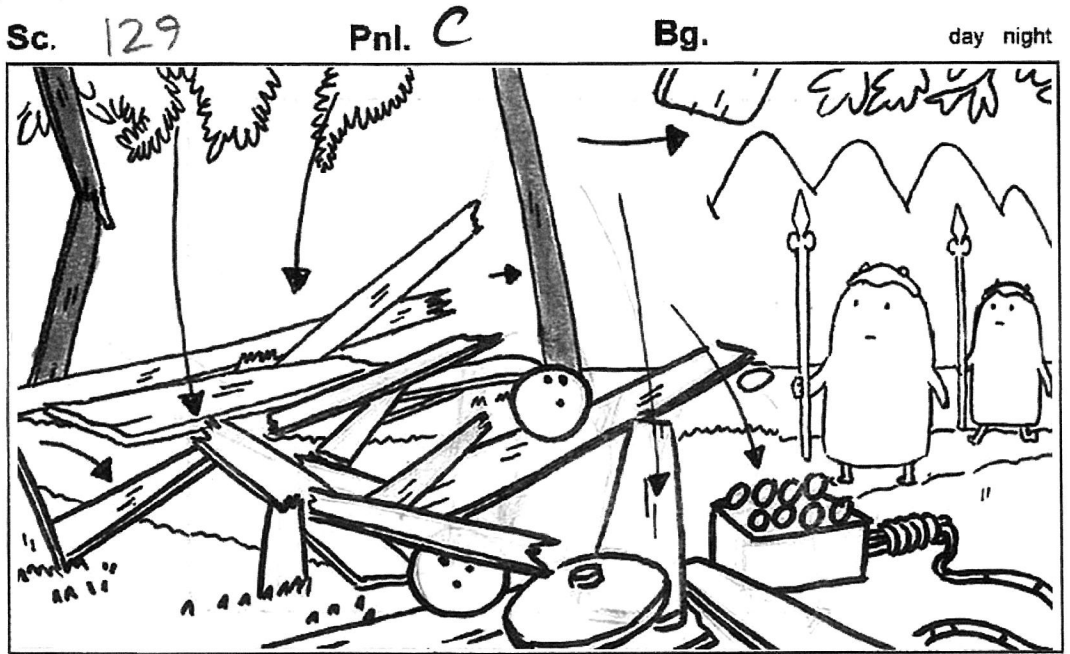
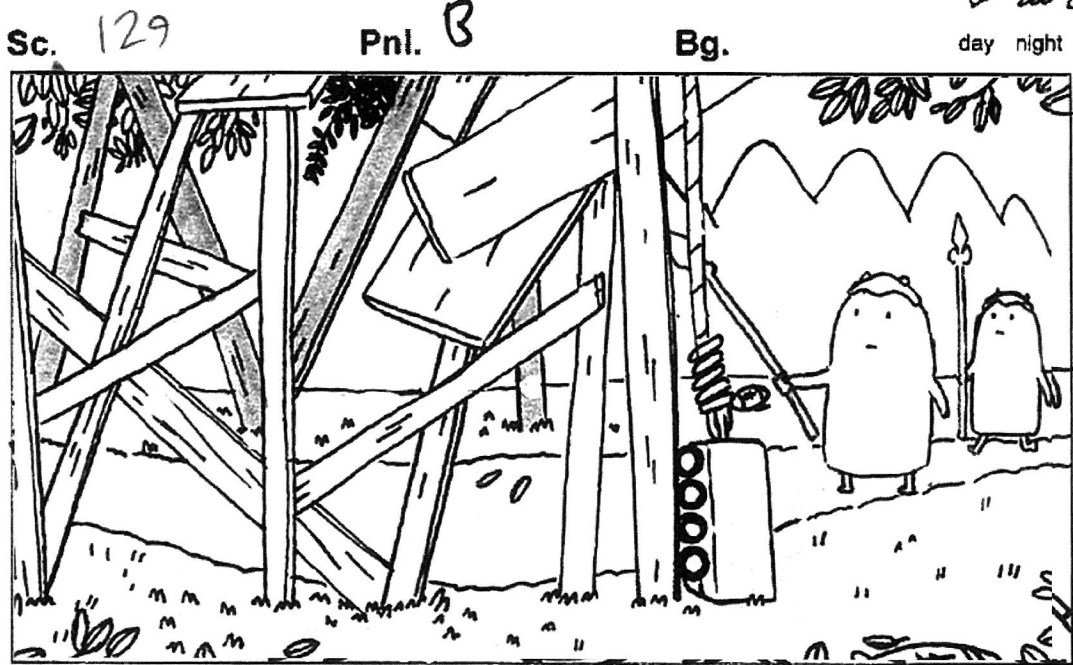
Timing:

EPISODE # 1025-164

Production :

© 2011 This material is the property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio, duplicated or used in any manner, except for production purposes, and may not be sold or transferred.

ADVENTURE TIME



1025-164  
EPISODE #

Dialog:
SFX: * COLLAPSE *
Action:
- RUBE GOLDBERG SET UP STARTS FALLING APART
Timing:

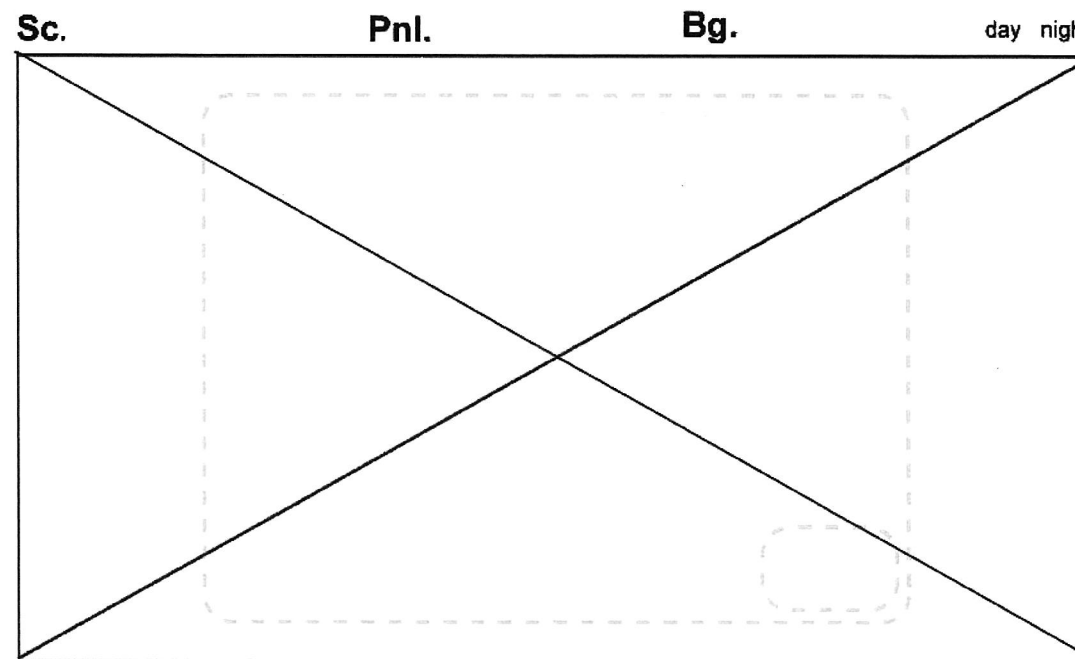
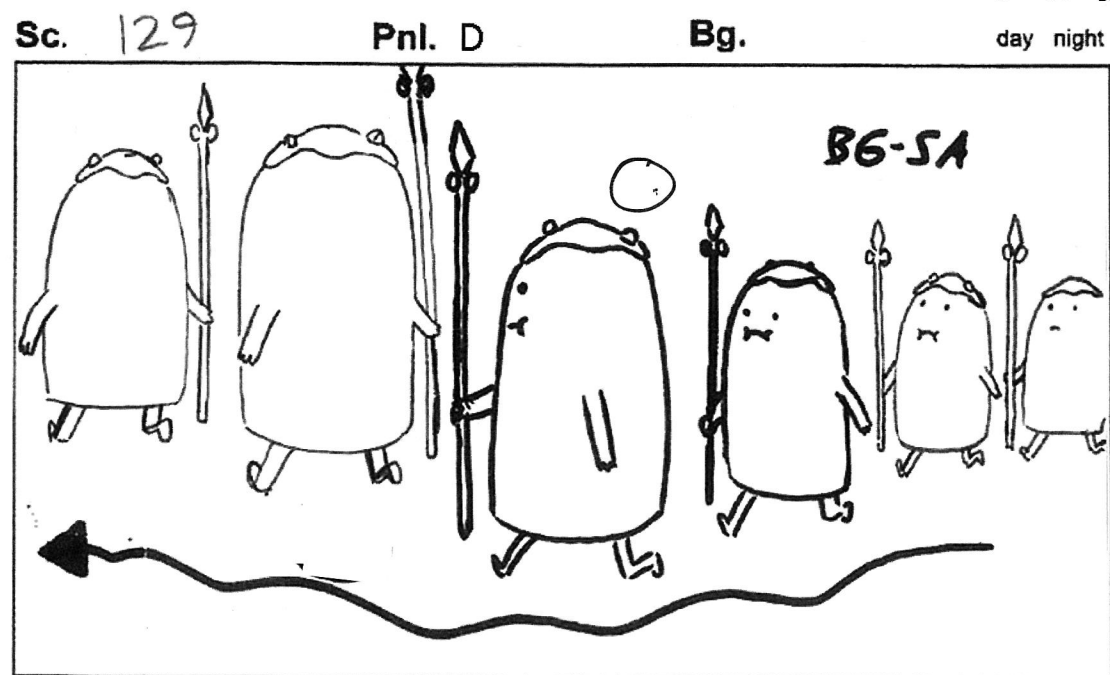
Production :

© 2011 This material is the Property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio, duplicated or used in any manner, except for production purposes, and may not be sold or transferred.

# ADVENTURE TIME



Page 153A



Dialog:

Action:

- B. GUARDS WALK PAST UNHARMED.

Timing:

EPISODE # 1025-164

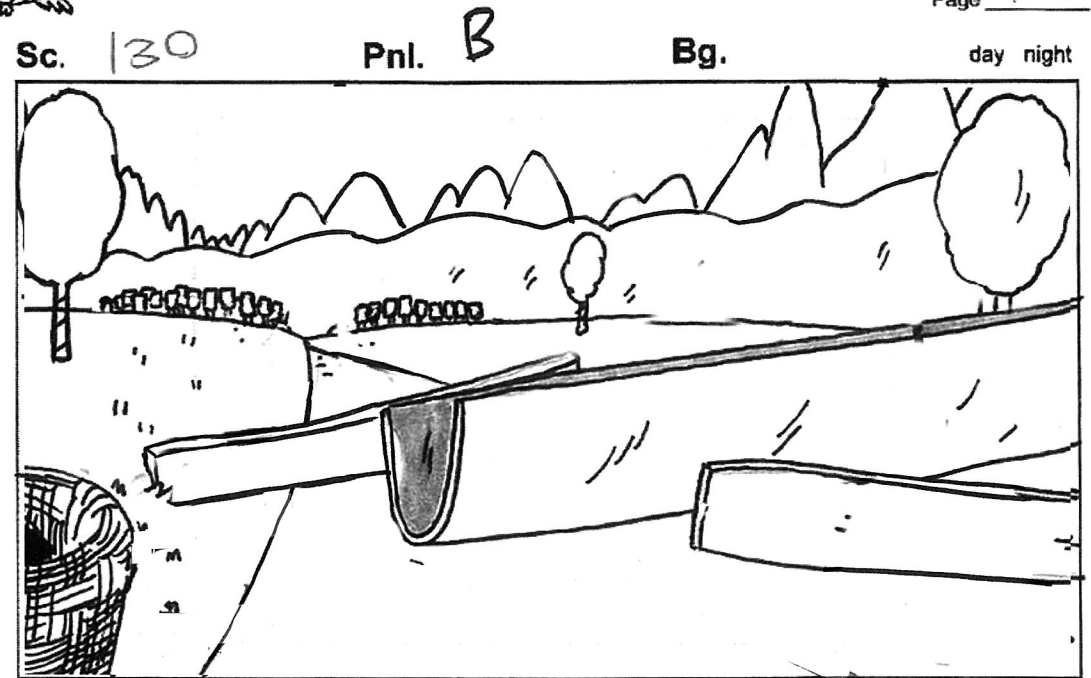
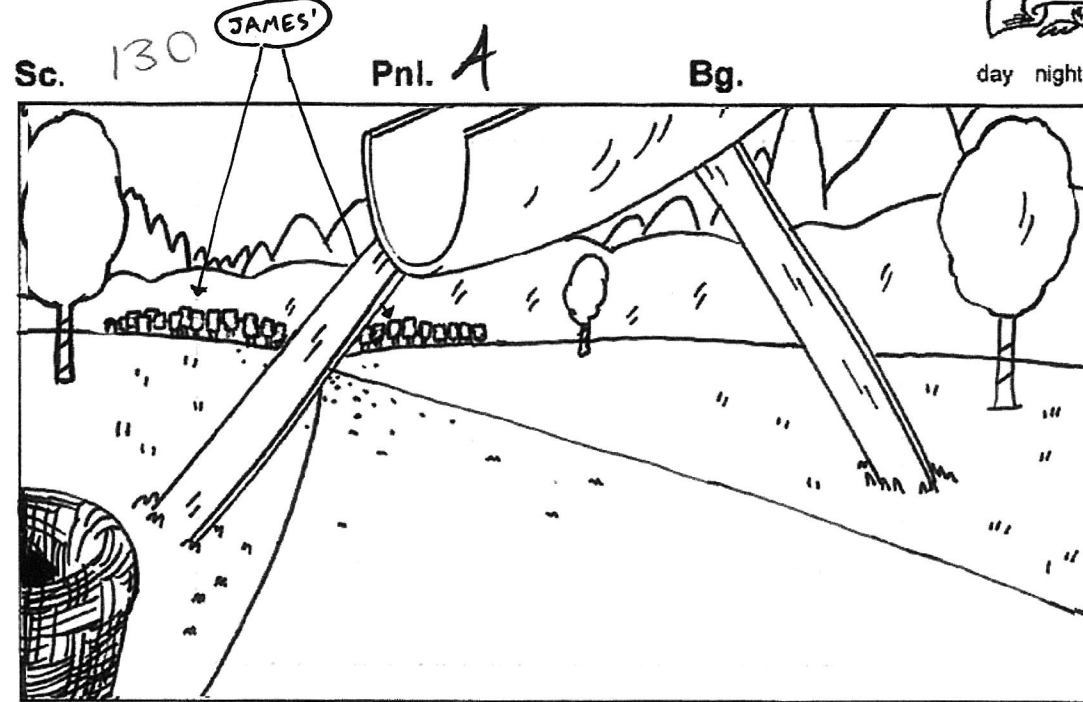
Production :

© 2011 This material is the property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio, duplicated or used in any manner, except for production purposes, and may not be sold or transferred.

# ADVENTURE TIME



Page 154



Dialog:

SFX: \* CLATTER \*

Action:

-SET UP CONTINUES COLLAPSING.

Timing:

EPISODE # 1025-164

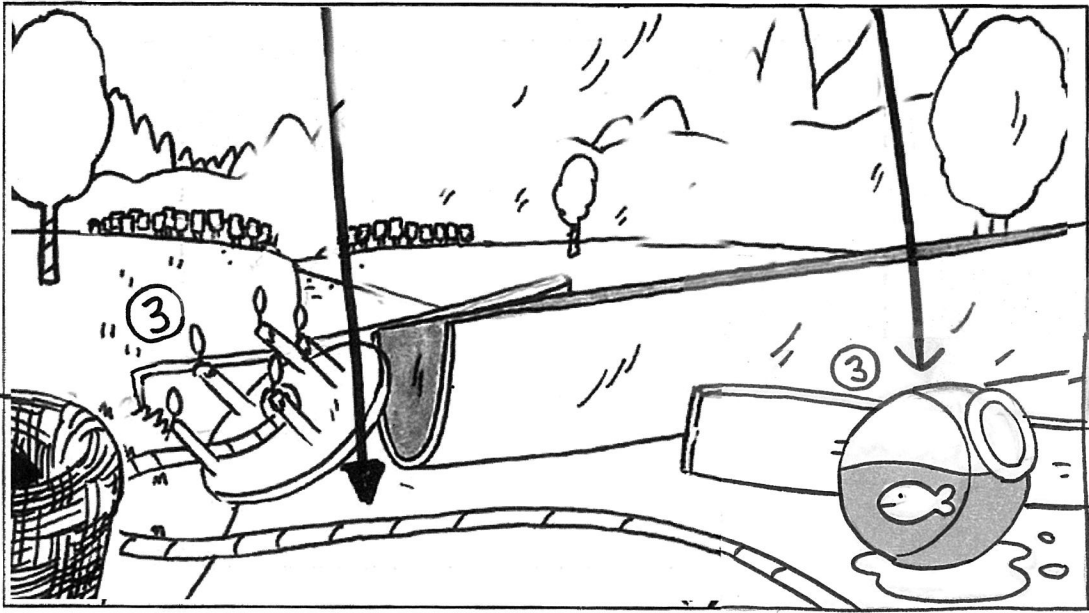
Production :



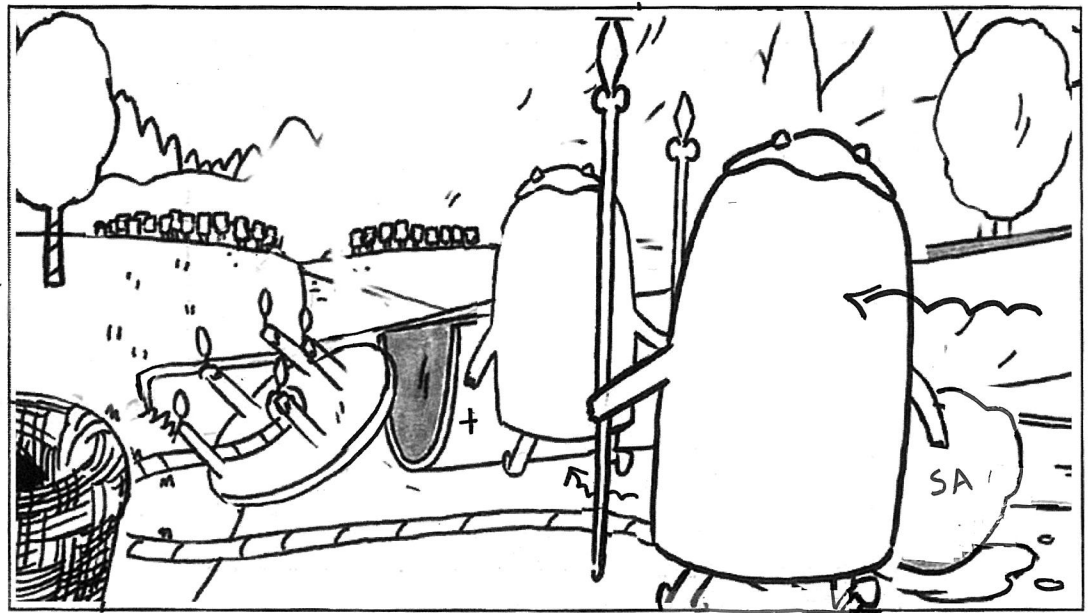
ADVENTURE TIME



Sc. 130 Pnl. C Bg. day night



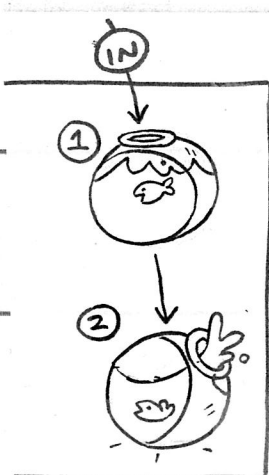
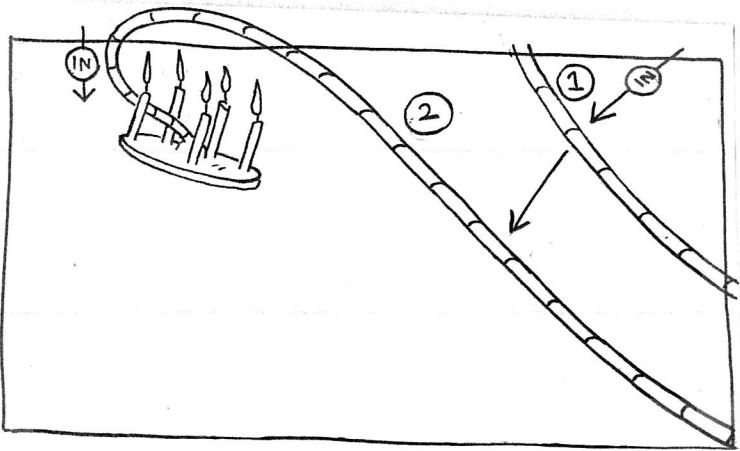
Sc. 130 Pnl. D Bg. day night



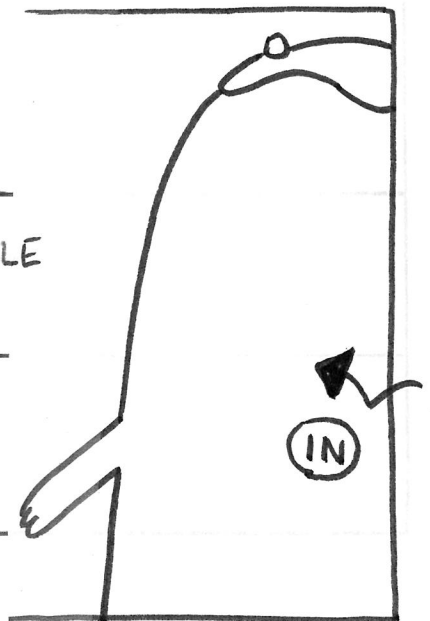
Dialog:

Action:

Timing:



- B. GUARDS STEP OVER RUBBLE



1025-164

Production :

© 2011 This material is the Property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio, duplicated or used in any manner except for production purposes, and may not be sold or transferred.

# ADVENTURE TIME



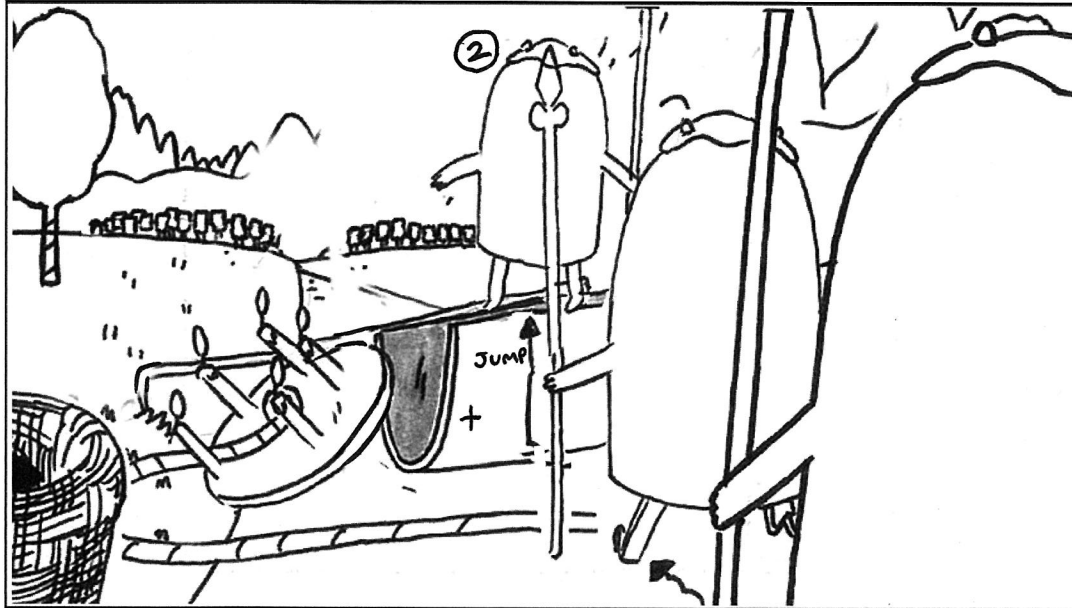
Page 155A

Sc. 130

Pnl. E

Bg.

day night

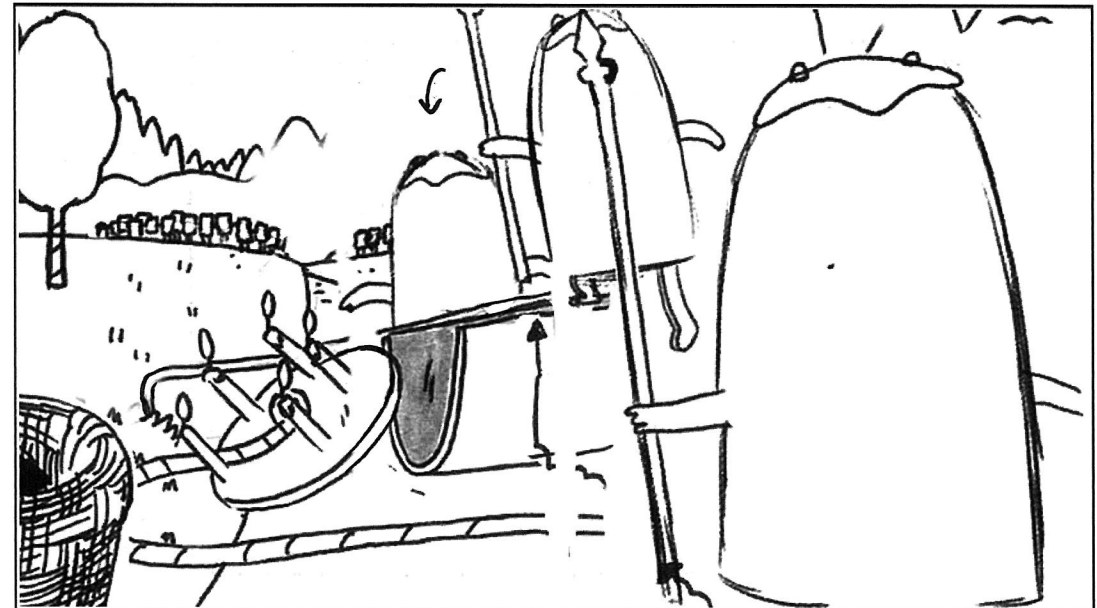


Sc. 130

Pnl. F

Bg.

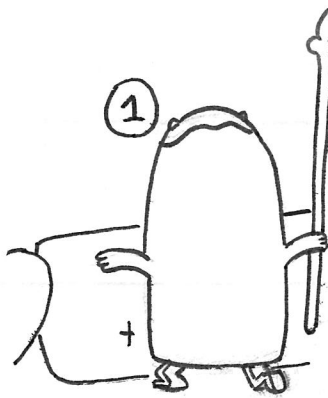
day night



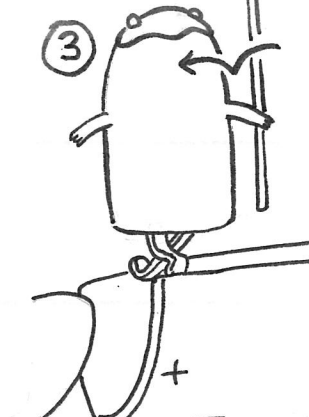
Dialog:

Action:  
-ANTIC, JUMP, STEP  
ACROSS. REPEAT ACTION  
FOR FOLLOWING BANANA  
GUARDS.

Timing:



ANTIC



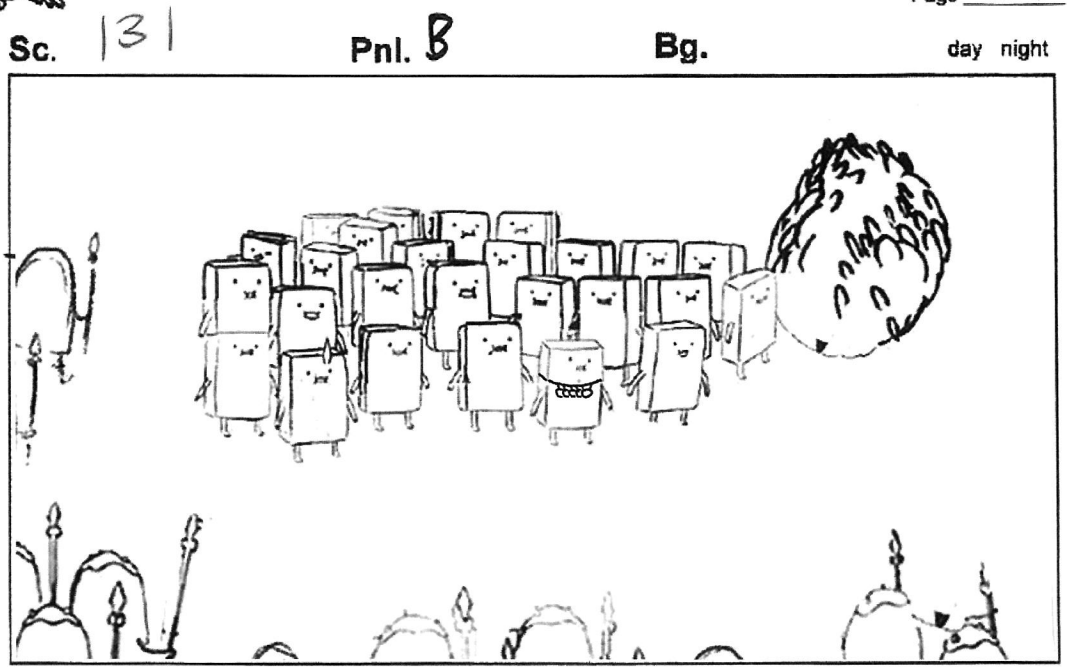
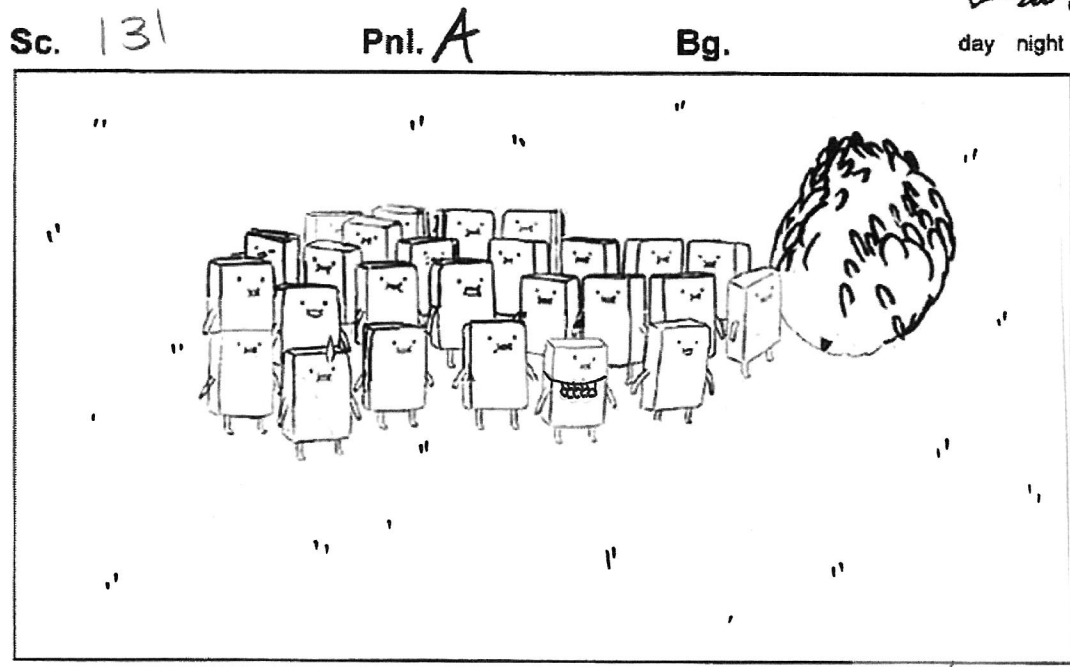
STEP ACROSS

EPISODE # 1025-164

Production :

© 2011 This material is the Property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio, duplicated or used in any manner except for production purposes, and may not be sold or transferred.

ADVENTURE TIME



Dialog:
Action:
Timing:

- B. GUARDS CONVERGE ON JAMESES

EPISODE # 1025-164  
Production :

# ADVENTURE TIME



Page 157

Sc. 131

Pnl. C

Bg.

day night

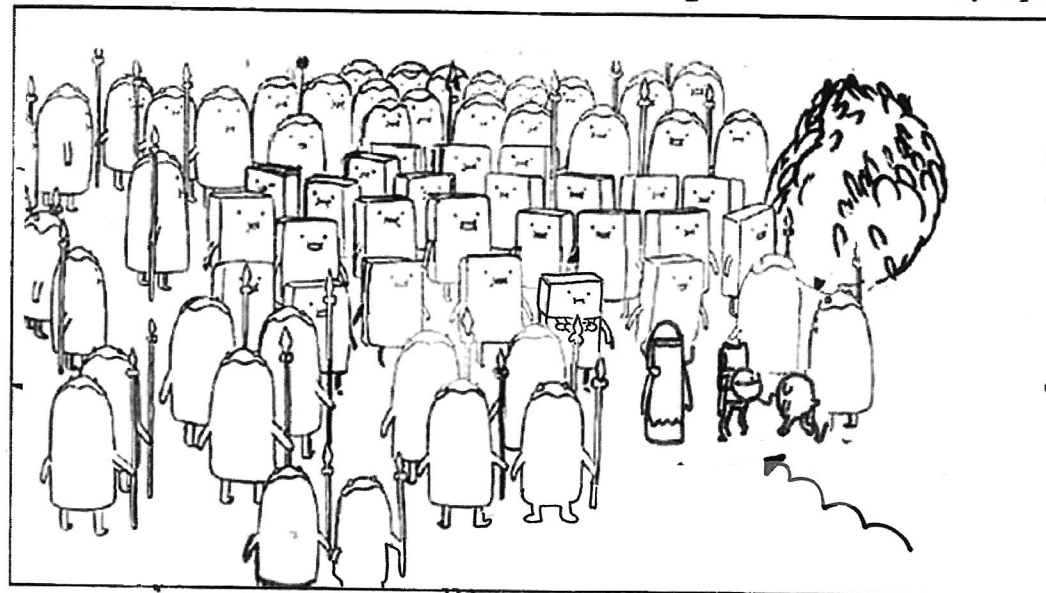


Sc. 131

Pnl. D

Bg.

day night



Dialog:

BG's: Gotcha!!

JAMESGS: (DISAPPOINTED) AWWW...

PB: okay... Fun's over.

Action:

PB, F+J walk in.



Timing:

1025-164

EPISODE #

Production :



ADVENTURE TIME



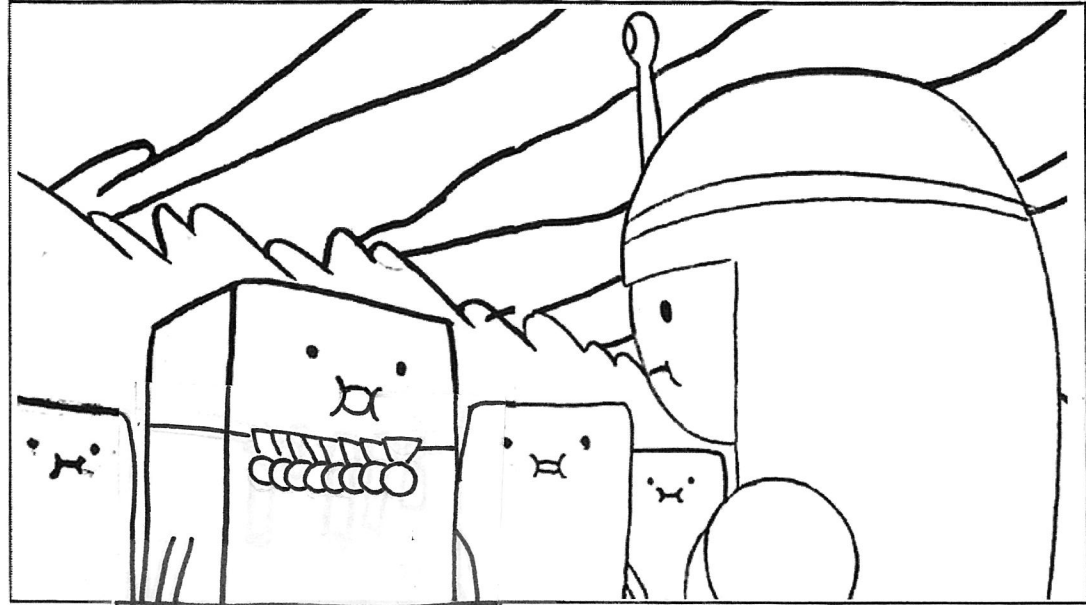
Page 158

Sc. 132

Pnl. A

Bg.

day night

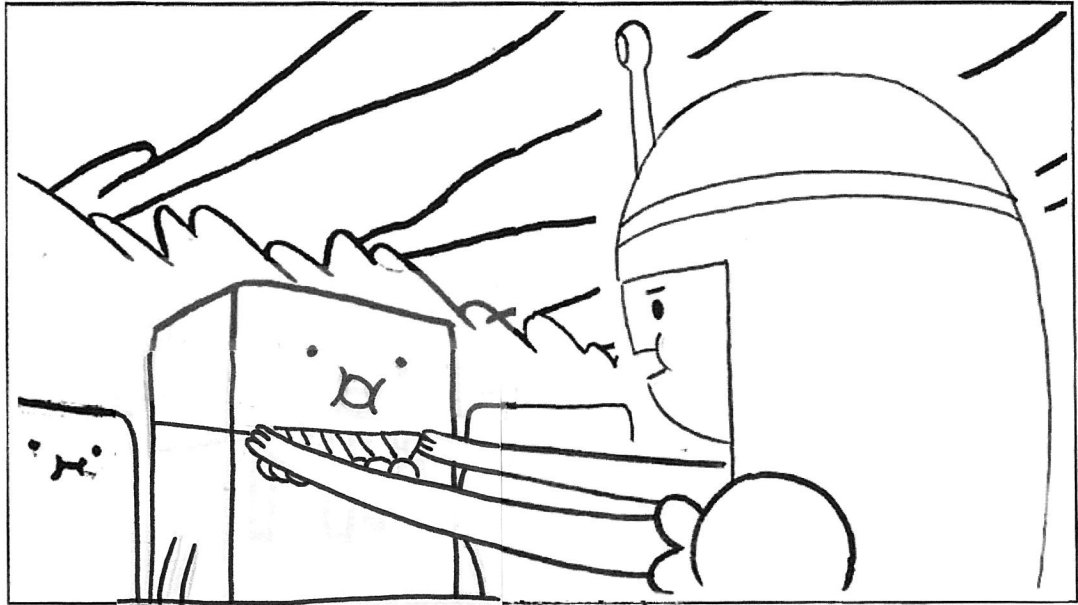


Sc. 132

Pnl. B

Bg.

day night



Dialog:	<u>PB</u> : You're not -
Action:	- PB strips James of his medals.
Timing:	

1025-164

EPISODE #

Production :

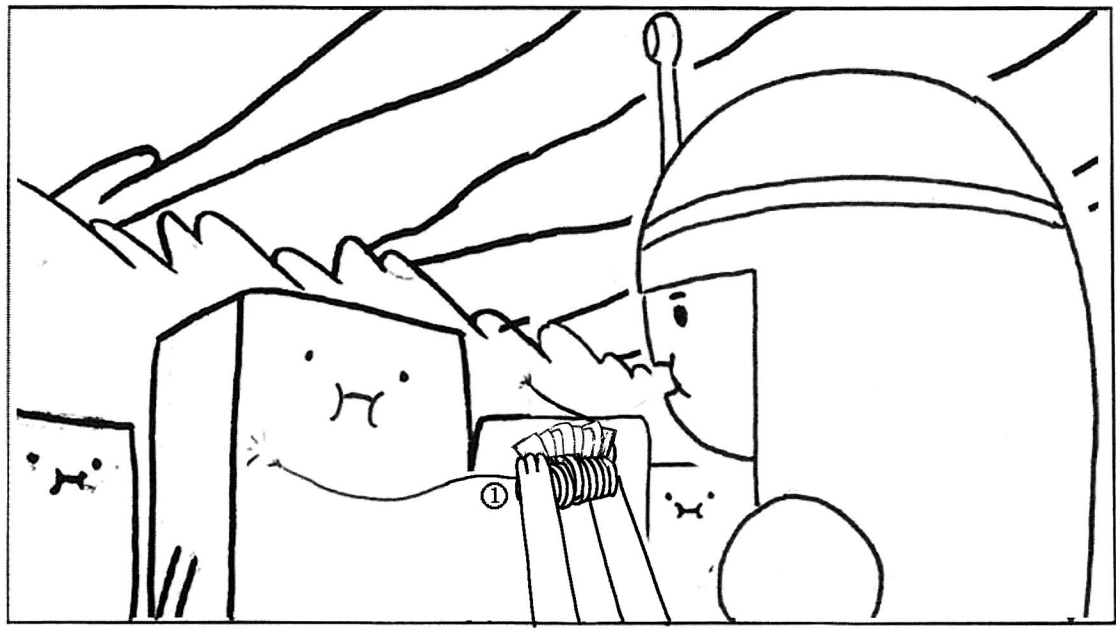
© 2011 This material is the Property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio, duplicated or used in any manner, except for production purposes, and may not be sold or transferred.

© 2011 This material is the Property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio, duplicated or used in any manner except for production purposes, and may not be sold or transferred.

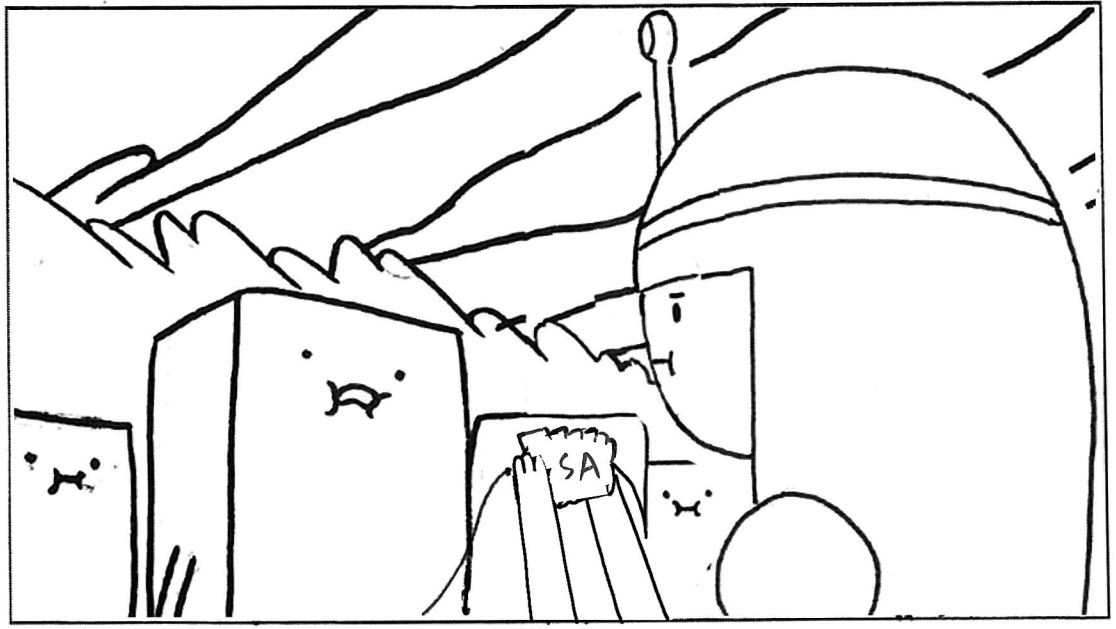
# ADVENTURE TIME



Sc. 132 Pnl. D Bg. day night



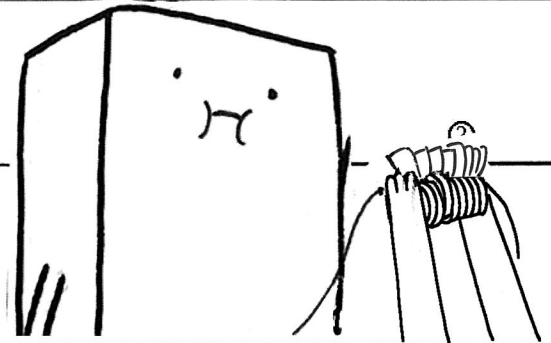
Sc. 132 Pnl. E Bg. day night



Dialog: PB/ Heros! You don't deserve these medals. James : Waaah! No fair!

Action:

Timing:



EPISODE # 1025-164

Production :

© 2011 This material is the Property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio, duplicated or used in any manner, except for production purposes, and may not be sold or transferred.

ADVENTURE TIME

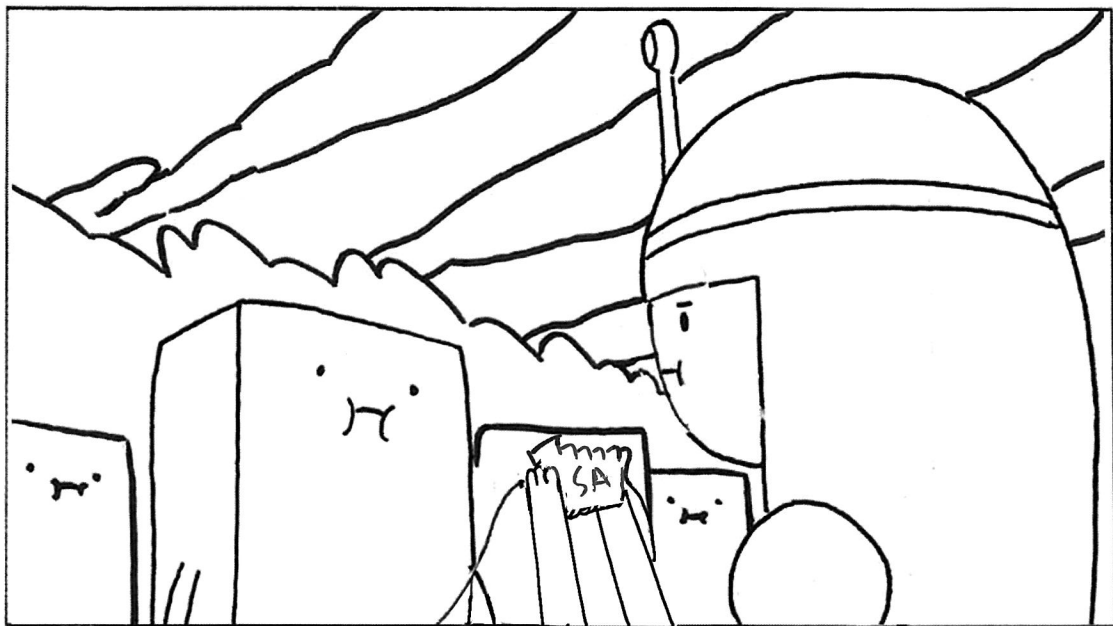


Sc. 132

Pnl. E

Bg.

day night

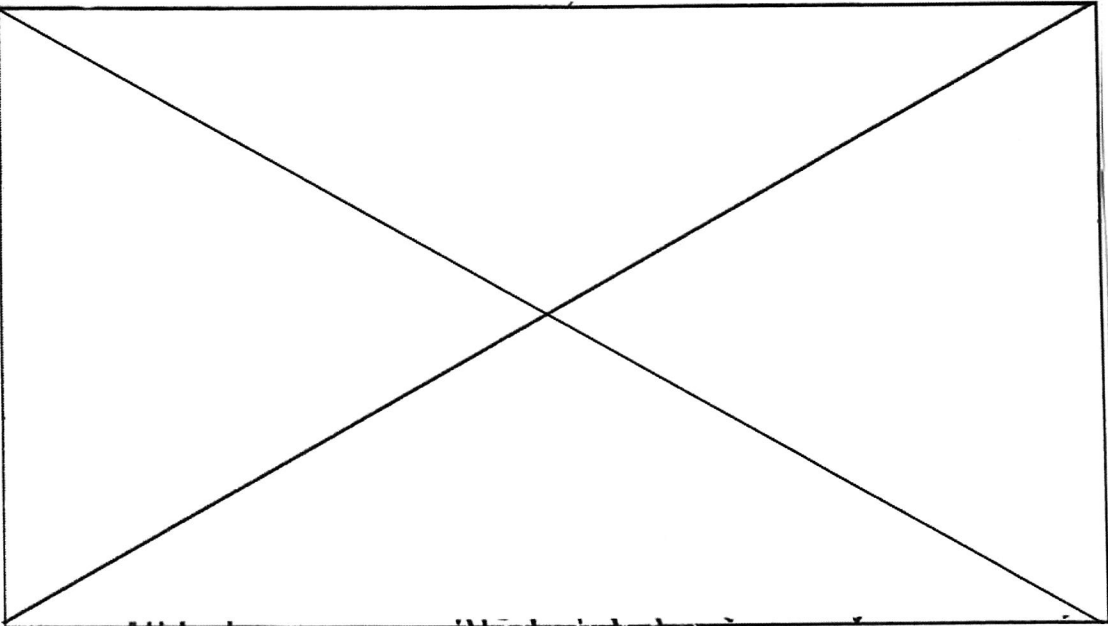


Sc.

Pnl.

Bg.

day night

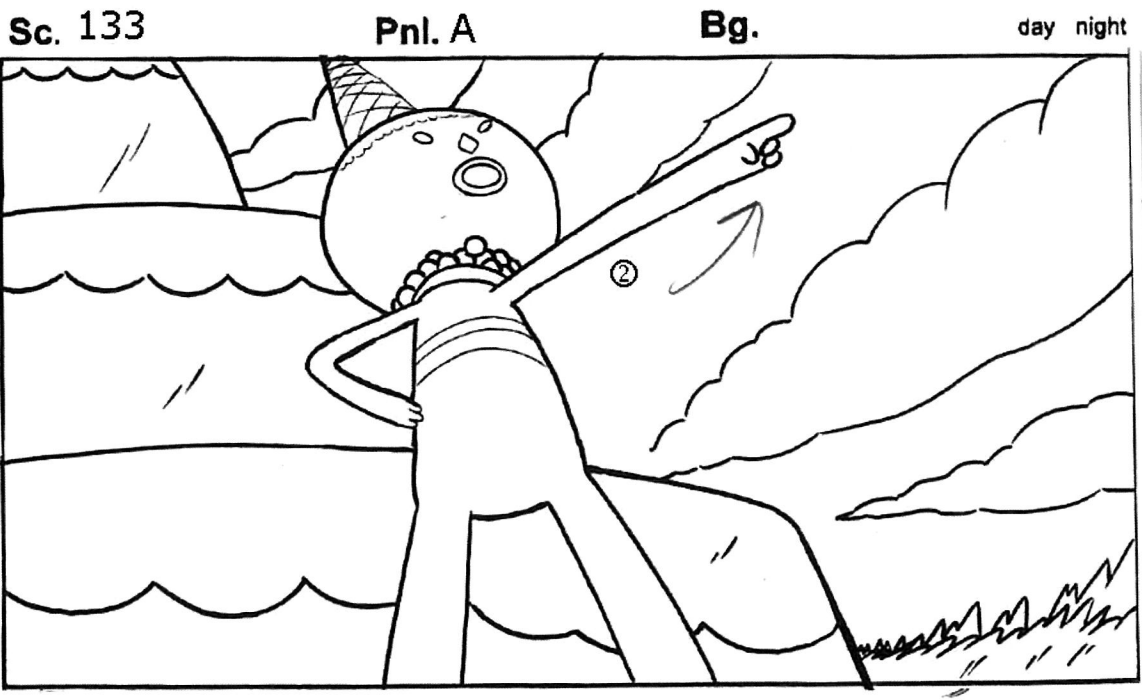
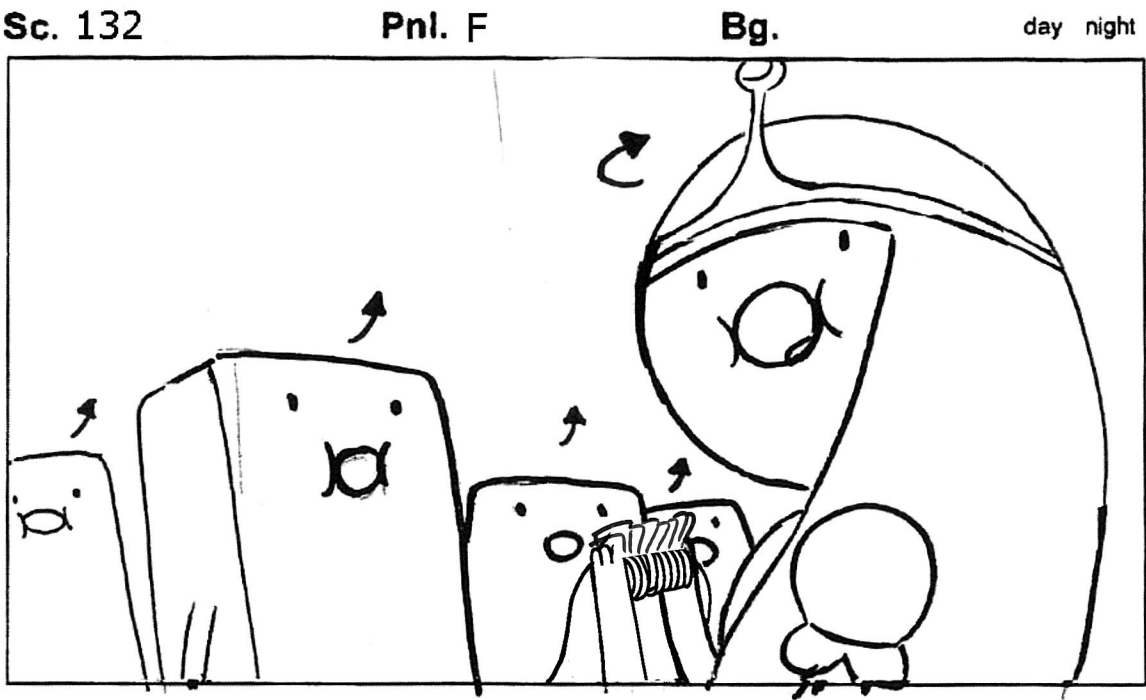


Dialog:	<u>Gumball Guardian:(o.s.)</u> Evil Presence Detected!!
Action:	
Timing:	

1025-164  
EPISODE #

Production :

ADVENTURE TIME



Dialog:	<p>PB: [GASP]</p>	<p><u>Gumball Guardian:</u> Evil!</p>
Action:	<p>- JAMES'S AND PB LOOK UP</p>	<p>G.G. points.</p>
Timing:		



no scenes 134-135

# ADVENTURE TIME



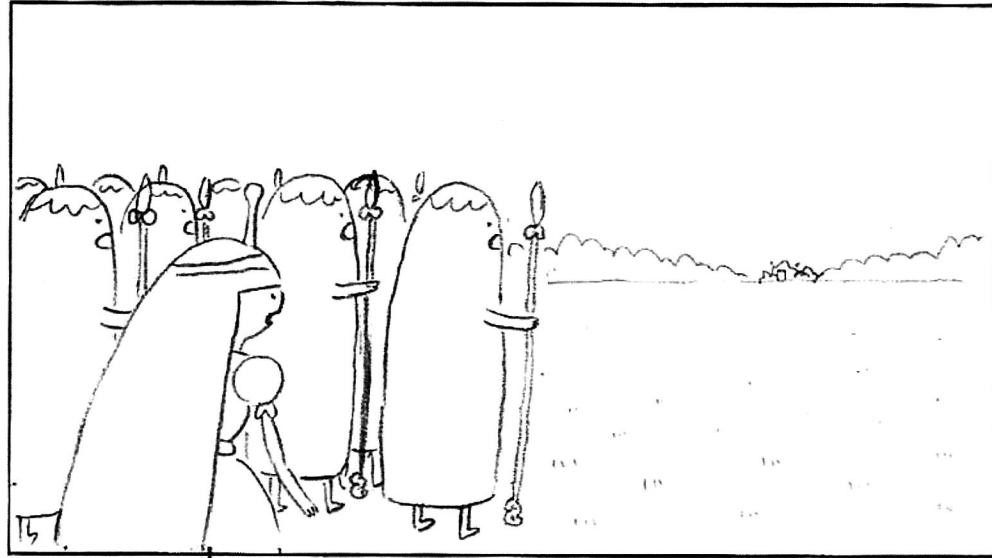
Page 162

Sc. 136

Pnl. A

Bg.

day night

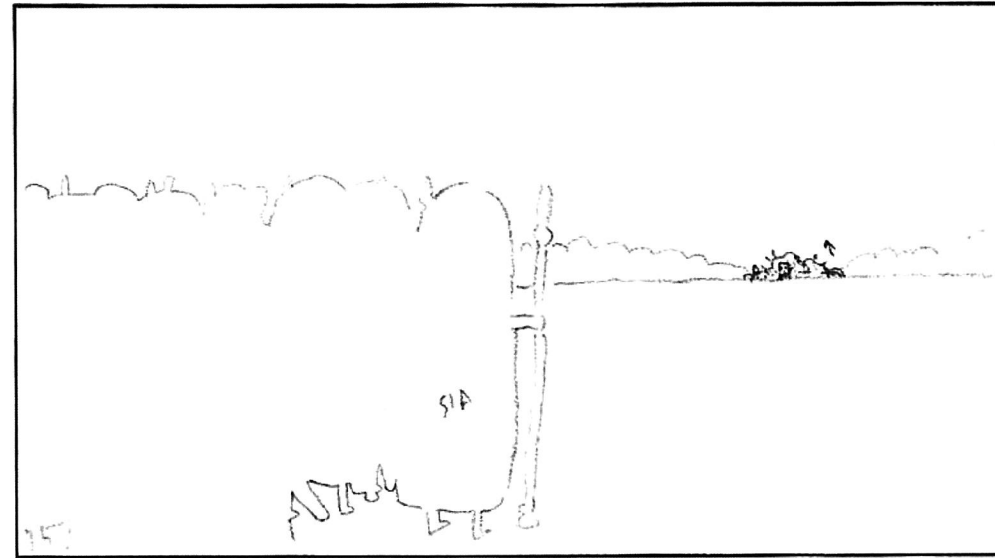


Sc. 136

Pnl. B

Bg.

day night



Dialog:

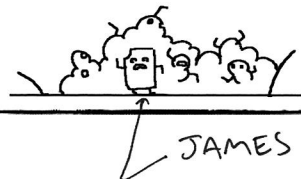
S.P.

Action:

- GOD MONSTER ARMY APPROACHES

Timing:

DETAIL:



DETAIL:



EPISODE #

1025-164

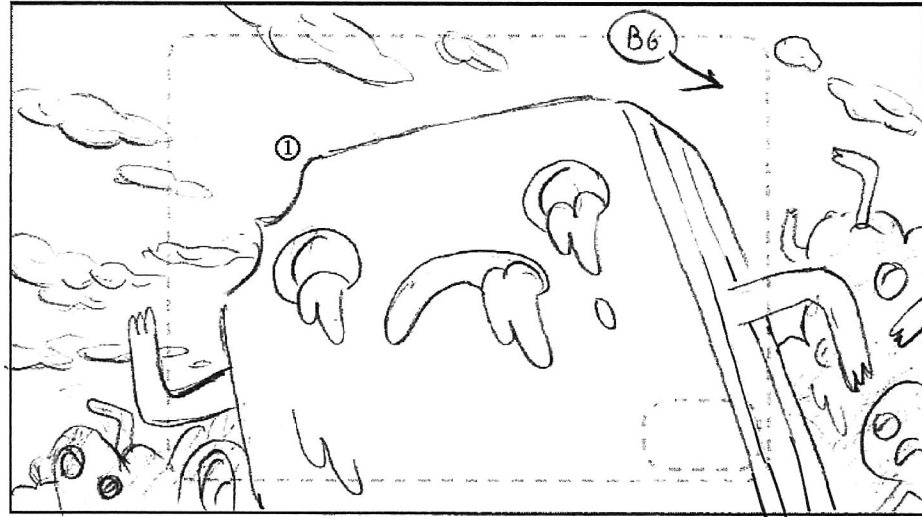
Production :

© 2008 This material is the property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio, duplicated or used in any manner, except for production purposes, and may not be sold or transferred.

# ADVENTURE TIME



Sc. 137 Pnl. A Bg. day night



Sc. 138 Pnl. A Bg. day night



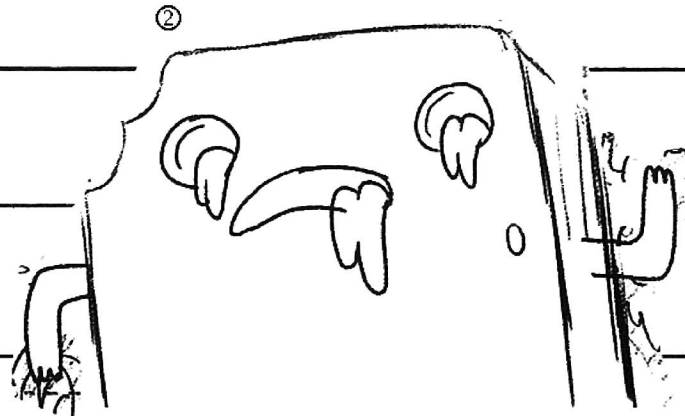
Dialog:

GJ = BLEVRDH

S.P.

Action:

Timing:



EPISODE #

Production :

1025-164

© 2011 This material is the property of The Cartoon Network, Inc. It is unpublished and must not be taken from this studio. Adapted or used in any manner except for production purposes, and may not be sold or retransmitted.

# ADVENTURE TIME

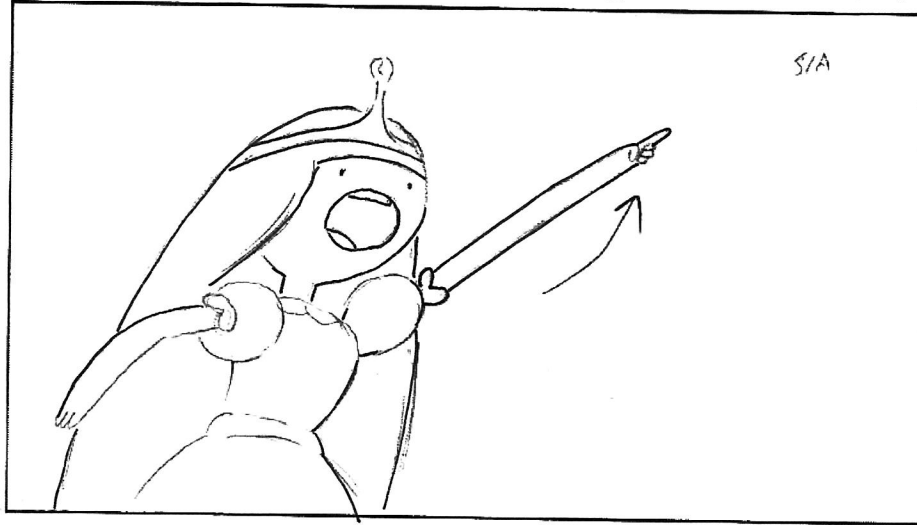


Sc. 138

Pnl. B

Bg.

day night

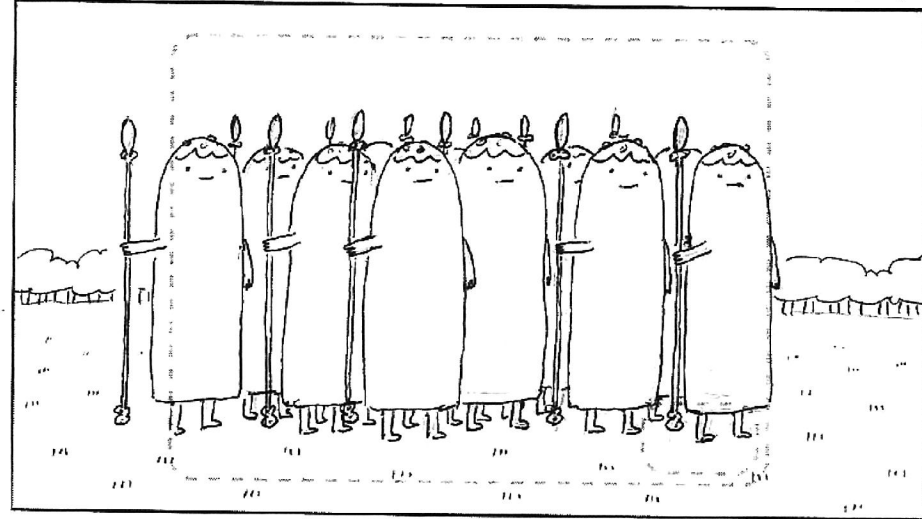


Sc. 139

Pnl. A

Bg.

Page 164  
day night



Dialog:

PB: PROTECT OUR KINGDOM!

S.P.

Action:

Timing:

EPISODE #

Production :

1025-164

© 2011 This material is the property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio, duplicated or used in any manner except for production purposes, and may not be sold or transferred.

ADVENTURE TIME

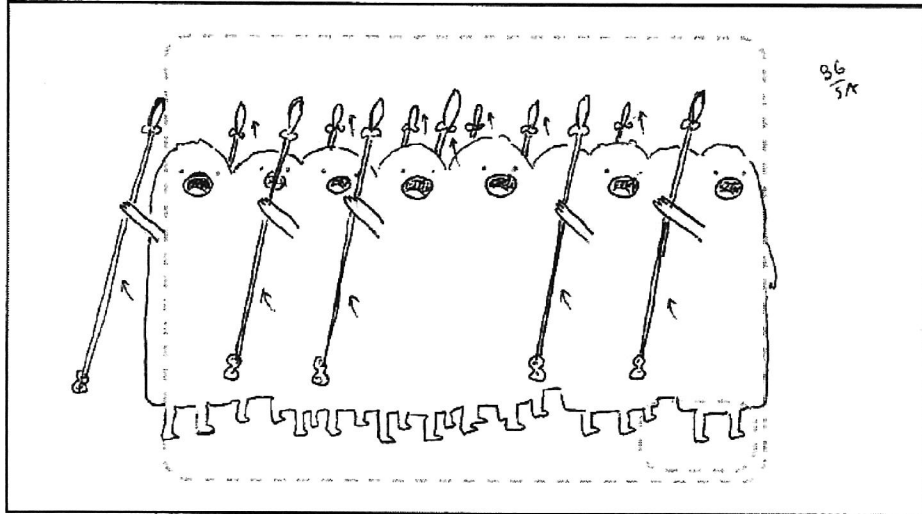


Sc. 139

Pnl. B

Bg.

day night

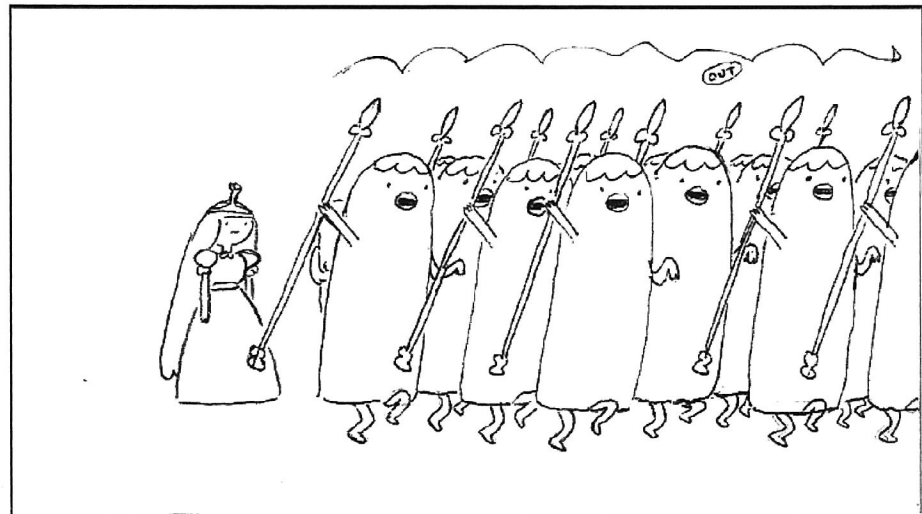


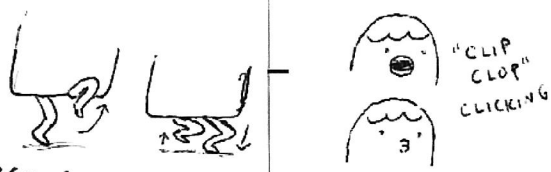
Sc. 139

Pnl. C

Bg.

day night



Dialog:	BGS: OKAY!	
Action:	<p>- BGS GALLOP OFF ON "INVISIBLE HORSES"</p> <p>- REVEAL PB/JAMESGS BEHIND THEM</p> 	
Timing:		

EPISODE #

Production :

1025-164



© 2011 This material is the property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio, distributed or used in any manner, except for production purposes, and may not be sold or retransmitted.

# ADVENTURE TIME



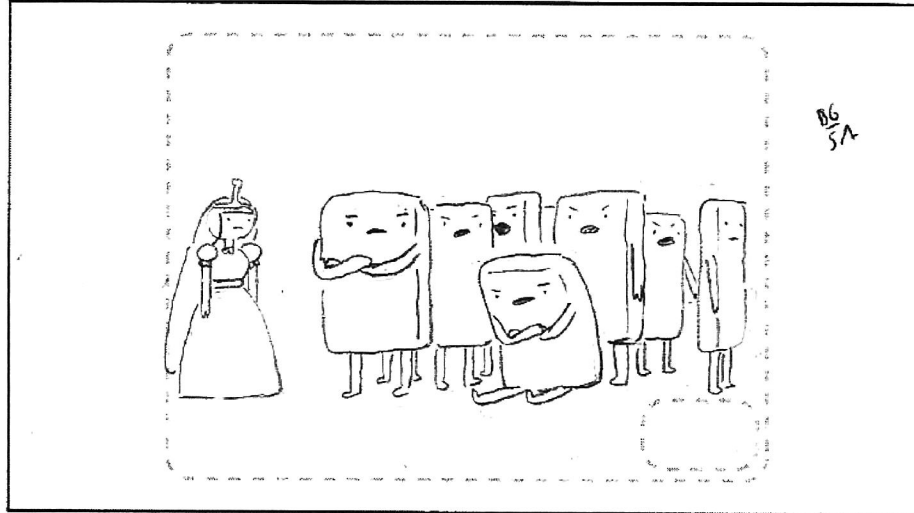
Page 166

Sc. 139

Pnl. D

Bg.

day night

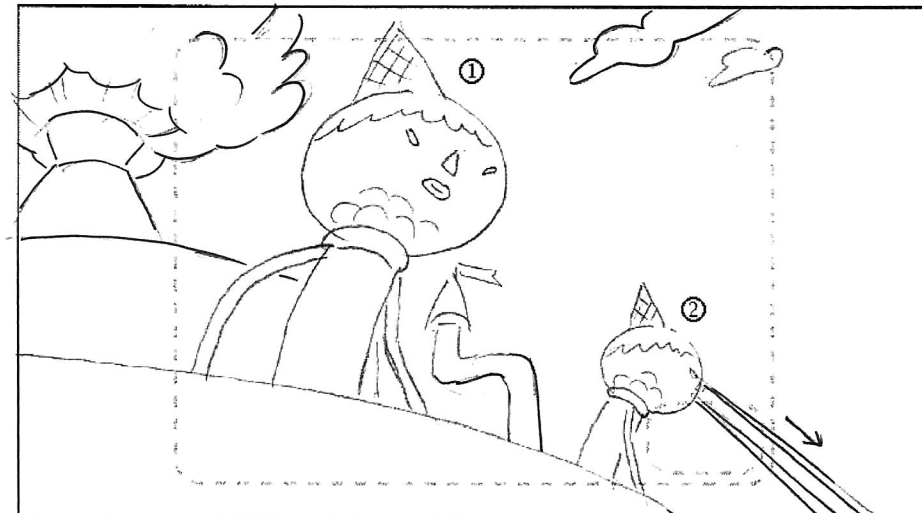


Sc. 140

Pnl. A

Bg.

day night



Dialog:

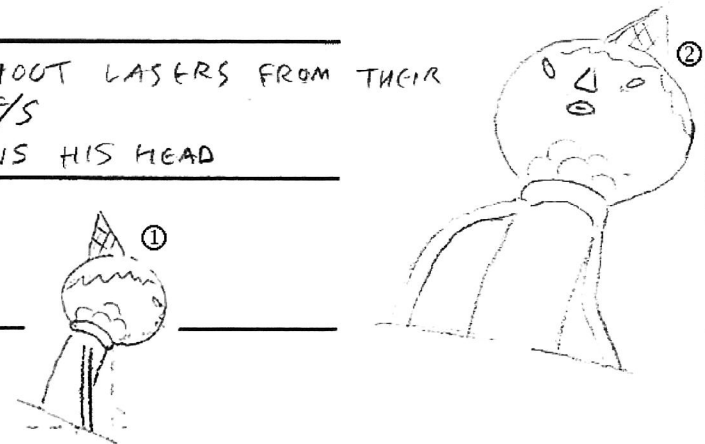
LJS : (GRUMBLE)

Action:

- DISGRUNTLED JAMESES  
ARE REVGALED.

- GGS SHOOT LASERS FROM THEIR  
EYES OFF/S  
- GG TURNS HIS HEAD

Timing:



EPISODE #

Production :

1025-164

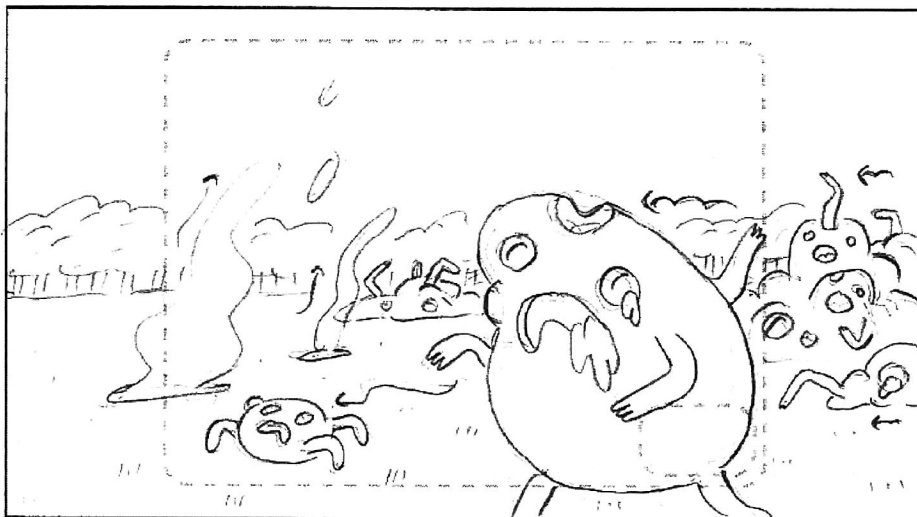
© 2001 This material is the property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio, duplicated or used in any manner, except for production purposes, and may not be sold or transferred.

# ADVENTURE TIME

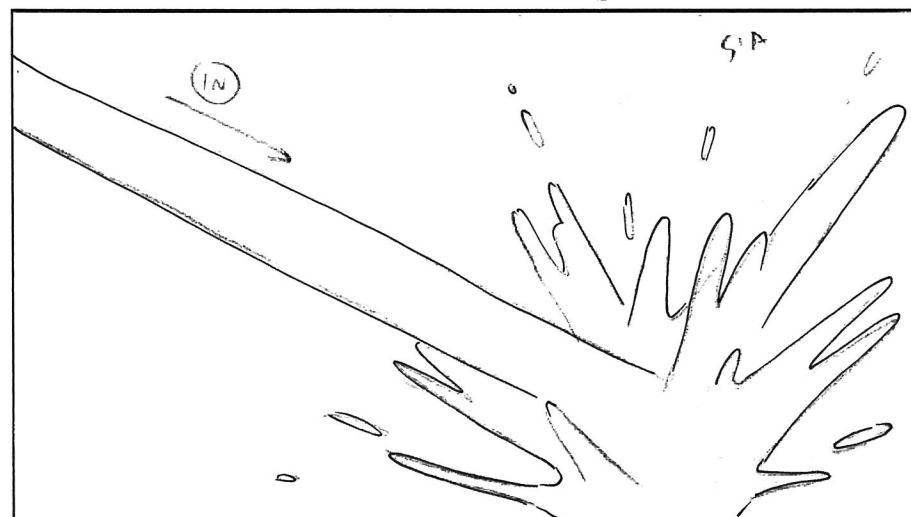


Page 167

Sc. 141 Pnl. A Bg. day night



Sc. 141 Pnl. B Bg. day night



Dialog:

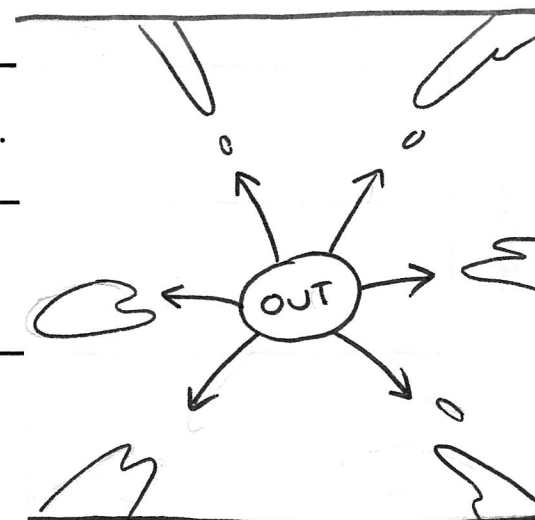
Action:

Timing:

- 600 MONSTERS GO FORWARD

- LASER COMES IN  
AND BLASTS GOO MONSTER.

SFX: chaom



EPISODE #

1025-164

# ADVENTURE TIME



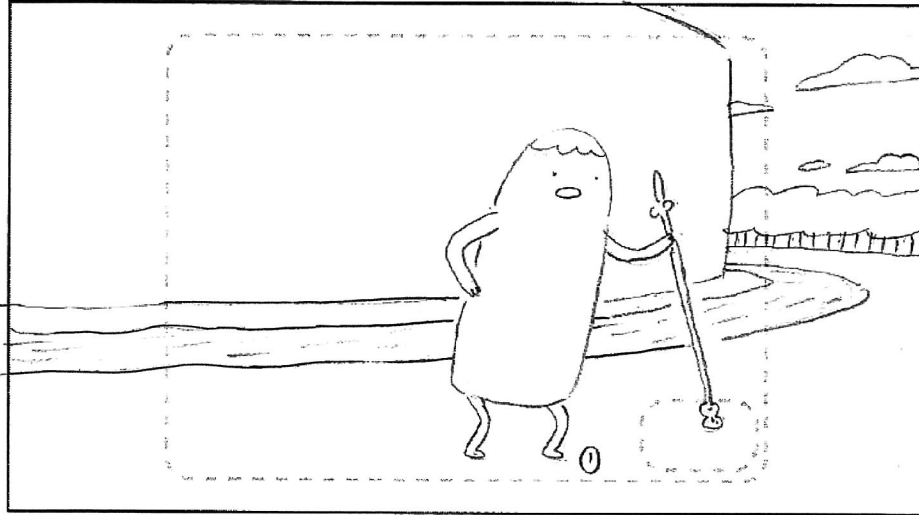
Page 168

Sc. 142

Pnl. A

Bg.

day night

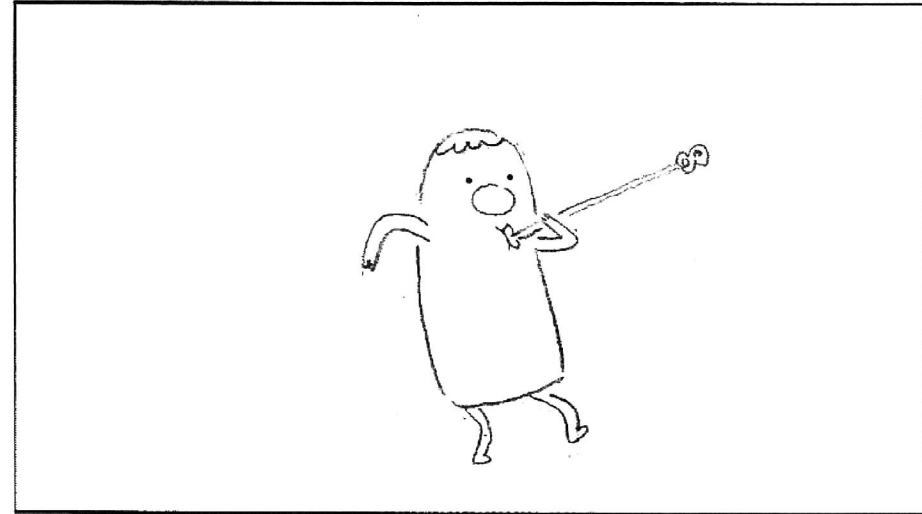


Sc. 142

Pnl. B

Bg.

day night



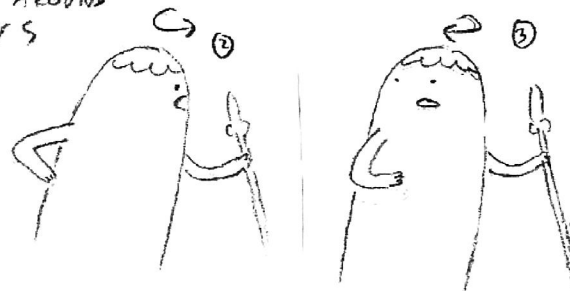
Dialog:

BG#2 AAGH !

Action:

- BG LOOKS AROUND BOTH WAYS

Timing:



- BG STABS HIMSELF

EPISODE #

1025-164

Production :

© 2011 This material is the property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio, duplicated or used in any manner except for production purposes, and may not be sold or transferred.

# ADVENTURE TIME

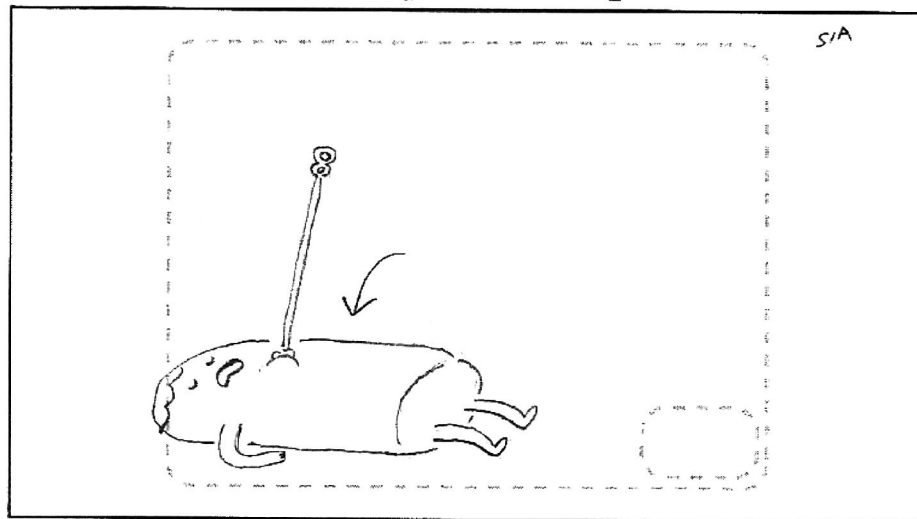


Sc. 142

Pnl. C

Bg.

day night



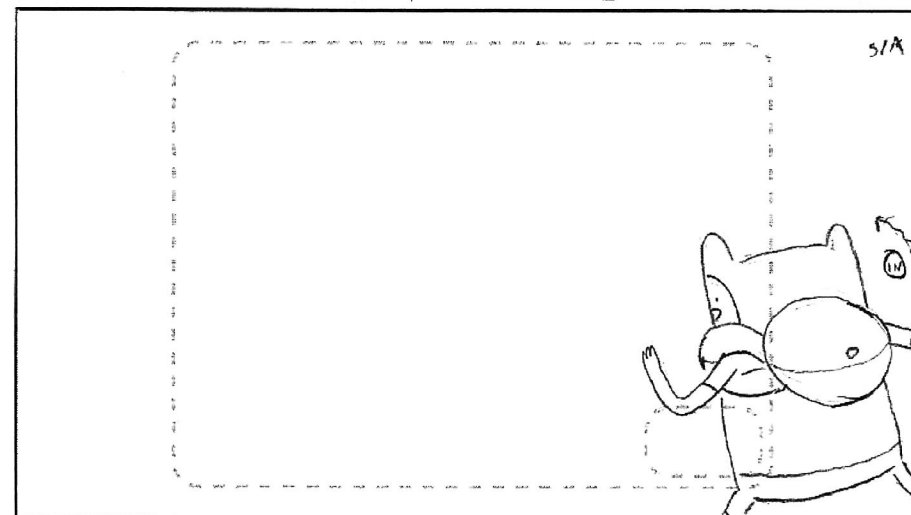
Sc. 142

Pnl. D

Bg.

Page 169

day night



Dialog:

BG #2 CANT FIGHT.

Action:

- BG FALLS ONTO HIS BACK

- F RUNS UP TO BG

Timing:

EPISODE #

Production :

1025-164



# ADVENTURE TIME

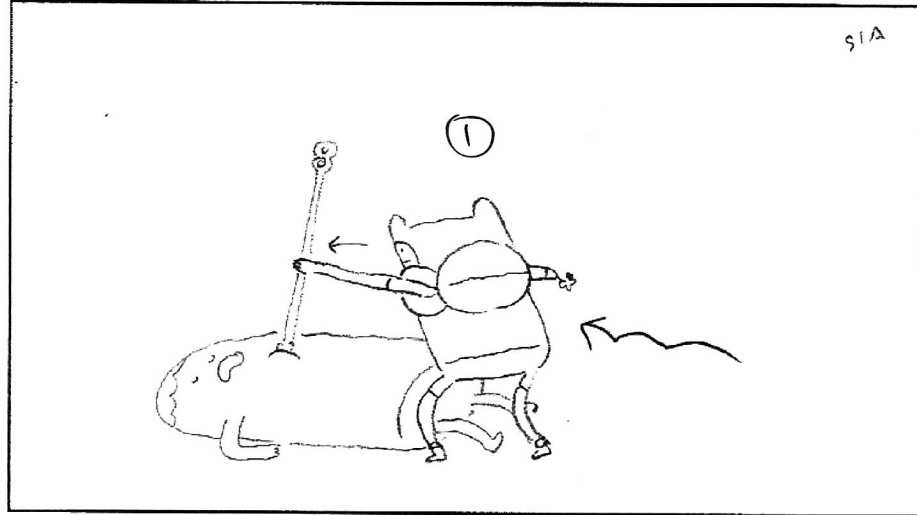


Sc. 142

Pnl. E

Bg.

day night



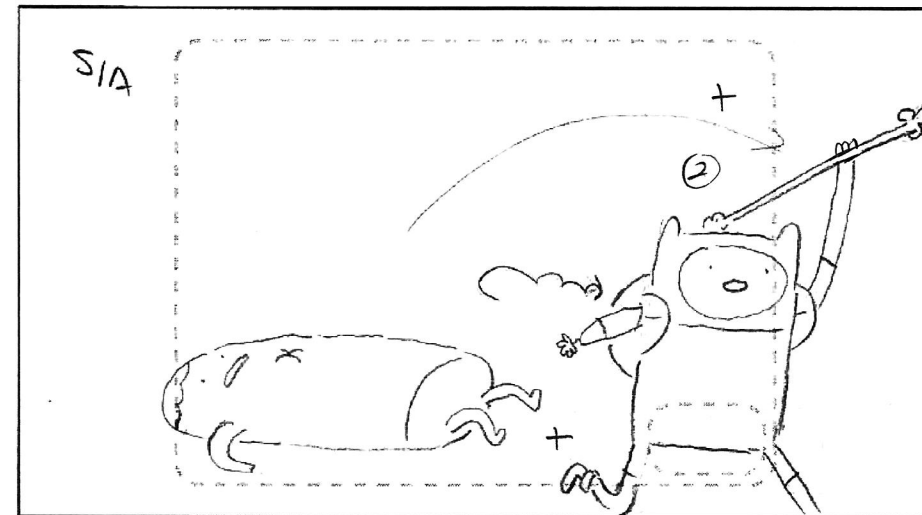
Sc. 142

Pnl. F

Bg.

Page 170

day night



Dialog:

Action:

- F GRABS SPEAR

Timing:



F = YOINK !

BG#2HEY !

- F PLUCKS OUT SPEAR AND  
RUNS BACK OFF/S



- WOUND VANISHES



EPISODE #

Production :

1025-164

© 2007 This material is the property of The Cartoon Network, Inc. It is unpublished and must not be taken from this studio, duplicated or used in any manner except for production purposes, and may not be sold or transferred.

# ADVENTURE TIME

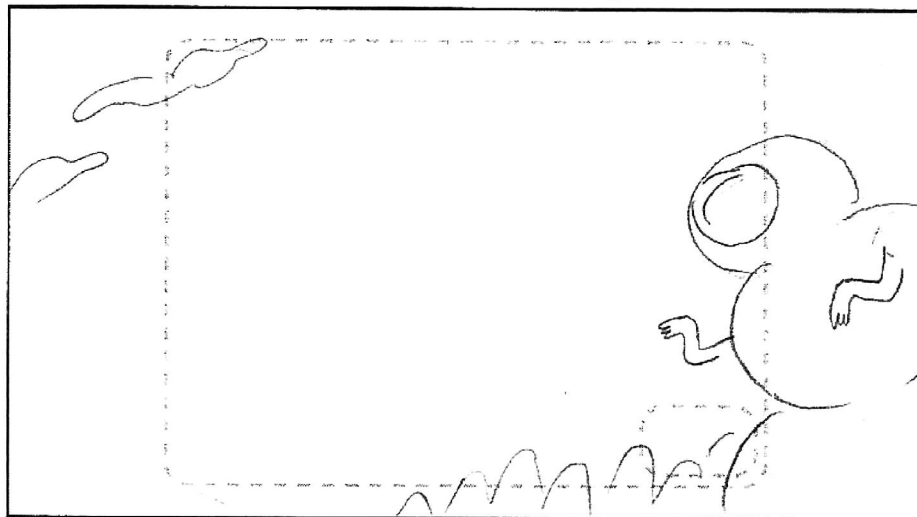


Sc. 143

Pnl. A

Bg.

day night

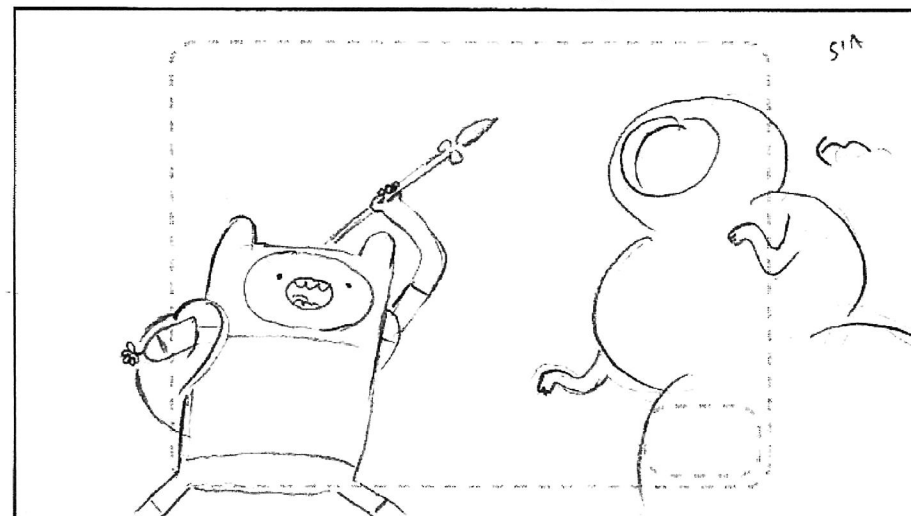


Sc. 143

Pnl. B

Bg.

Page 171  
day night



Dialog:

E: EEEAAAHH!

Action:

- F RUNS ON/S HOLDING UP SPEAR

Timing:



EPISODE #

Production :

1025-164

ADVENTURE TIME



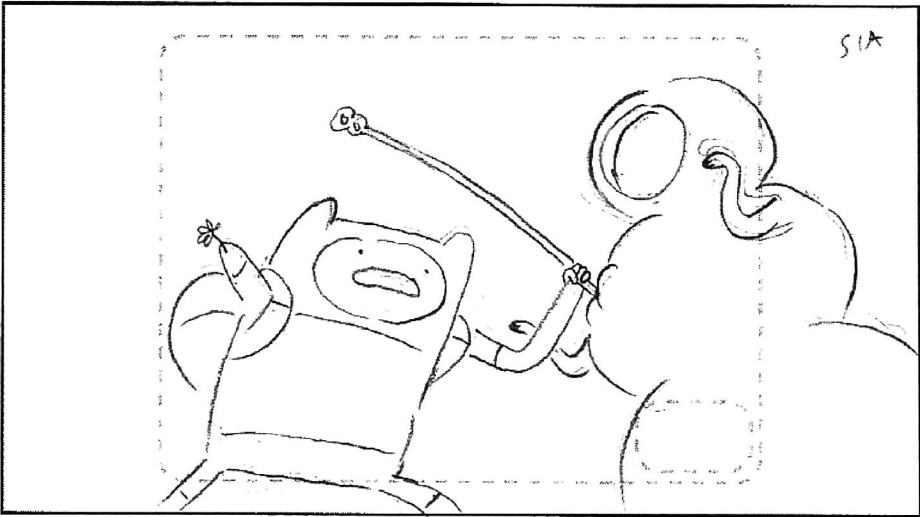
© 2011 This material is the Property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio, duplicated or used in any manner except for production purposes, and may not be sold or transferred.

Sc. 143

Pnl. C

Bg.

day night



Sc. 144

Pnl. A

Bg.

day night



Dialog:

SFX: SPLORP

SFX: SIZZLE

Action:

- F STABS GOD MONSTER

Timing:

EPISODE #

Production :

1025-164

© 2011 This material is the property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio, duplicated or used in any manner, except for production purposes, and may not be sold or transferred.

# ADVENTURE TIME

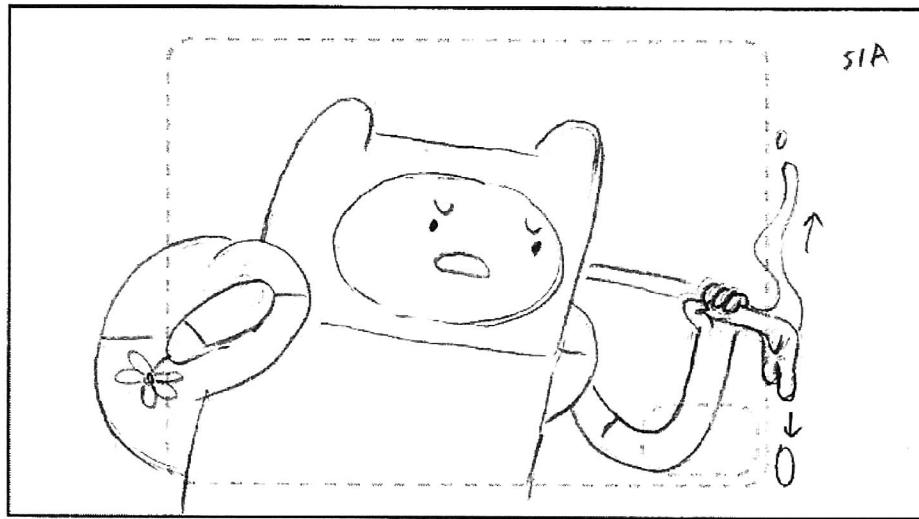


Sc. 144

Pnl. B

Bg.

day night



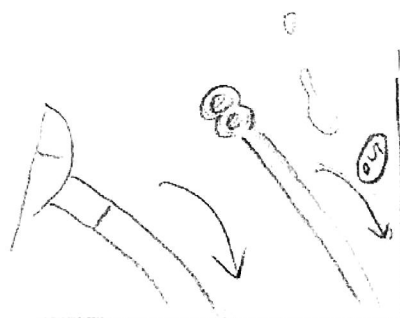
Dialog:

F: HUM?

Action:

- F RISES UP
- SPEAR HEAD HAS MELTED OFF, GOOP DRIPS DOWN
- THROWS DOWN SPEAR

Timing:

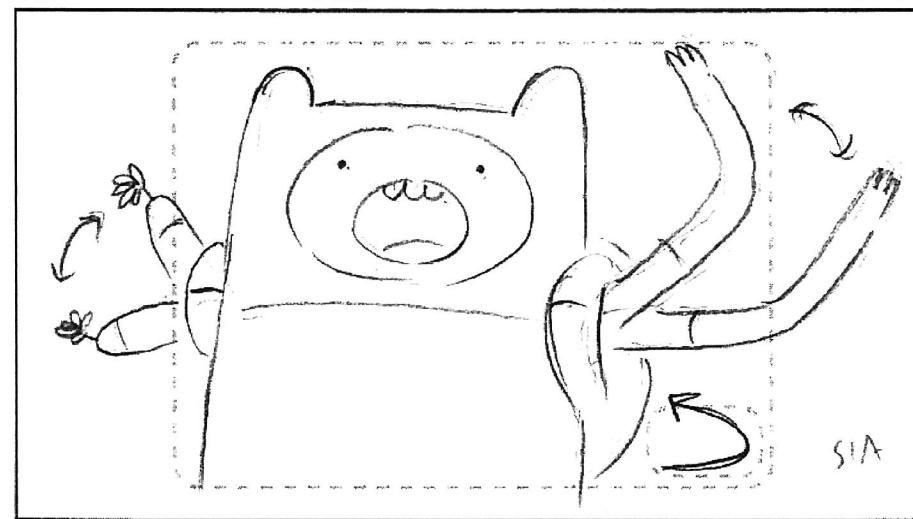


Sc. 144

Pnl. C

Bg.

day night



F: DON'T TOUCH THE MONSTERS  
THEY'LL MELT YOU!

- F TURNS FORWARD, WAVES HIS ARMS  
FRANTICALLY

EPISODE #

Production :

1025-164



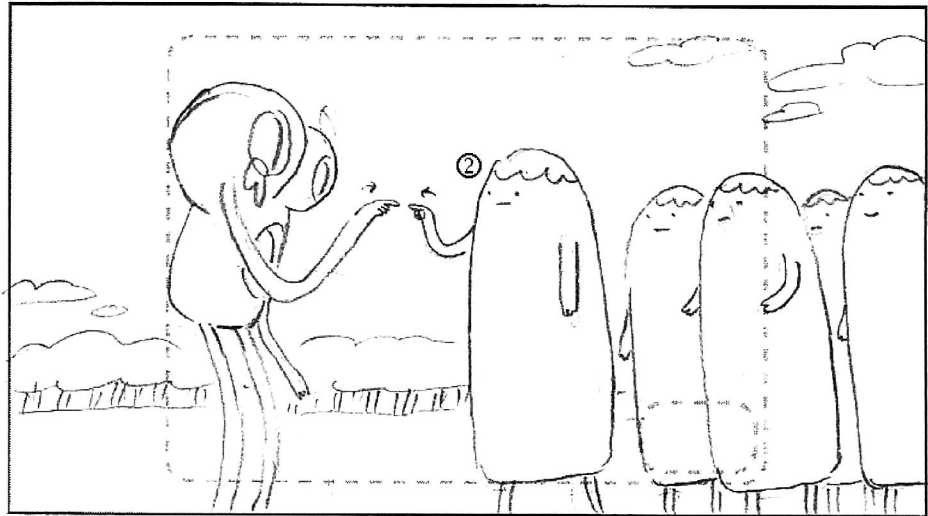
© 2011 This material is the property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio, duplicated or used in any manner except for production purposes, and may not be sold or transferred.

# ADVENTURE TIME

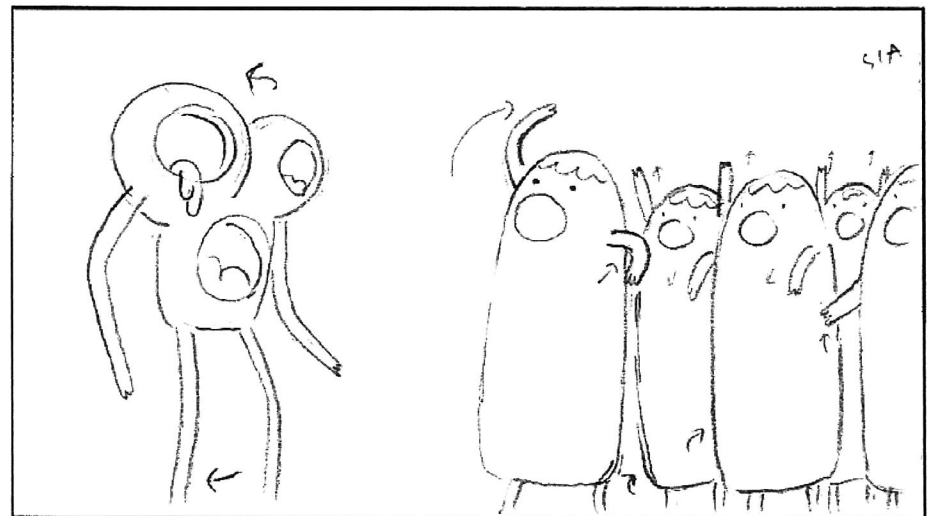




Page 174

Sc. 145 Pnl. A Bg. day night



Sc. 145 Pnl. B Bg. day night



<b>Dialog:</b> BG #1 : (A1) HUH		<b>BGS :</b> AAAAHHH!	
<b>Action:</b> - BG AND GM ABOUT TO TOUCH FINGERTIPS - BG STOPS, TURNS HIS HEAD		- BG YANKS HIS HAND AWAY	
<b>Timing:</b>  			

EPISODE #

Production :

1025-164

© 2011 This material is the property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio, displayed or used in any manner except for production purposes, and may not be sold or transferred.

# ADVENTURE TIME

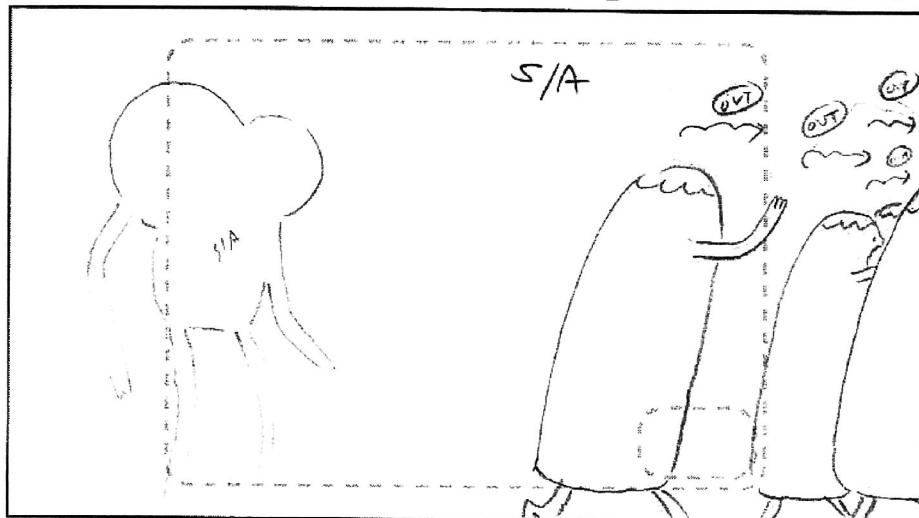


Sc. 145

Pnl. C

Bg.

day night



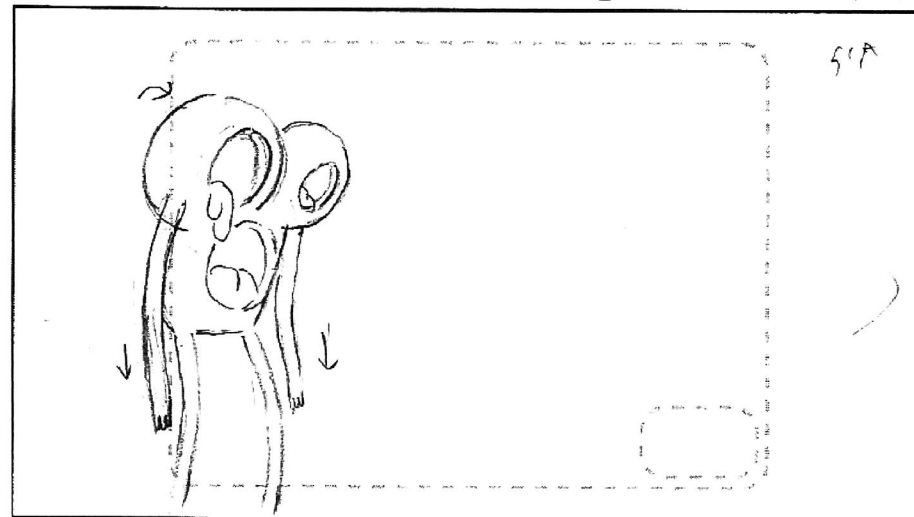
Sc. 145

Pnl. D

Bg.

Page 175

day night



Dialog:

Action:

- DGS RUN OFF/S

- GOOP "TEAR" FALLS  
FROM GM'S "EYE"  
HOLE

Timing:

EPISODE #

1025-164

© 2011 This material is the Property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio, duplicated or used in any manner except for production purposes, and may not be sold or transferred.

# ADVENTURE TIME

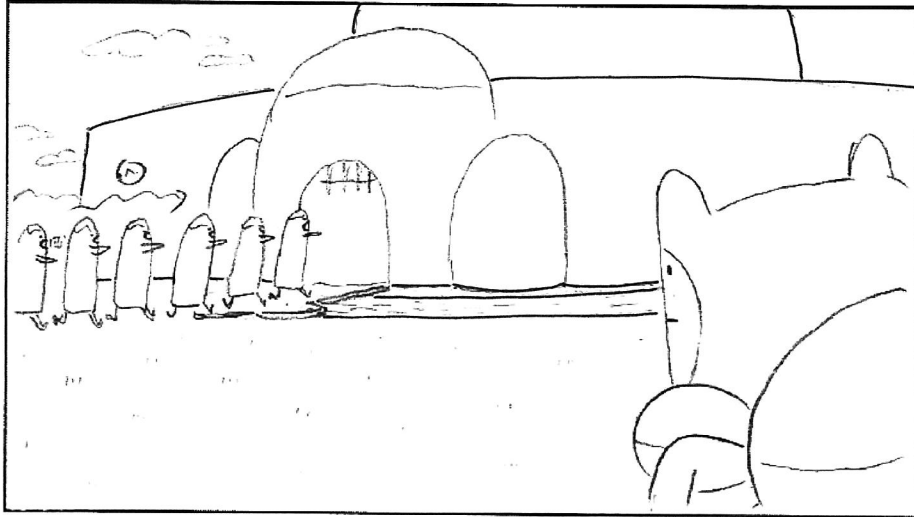


Sc. 146

Pnl. A

Bg.

day night

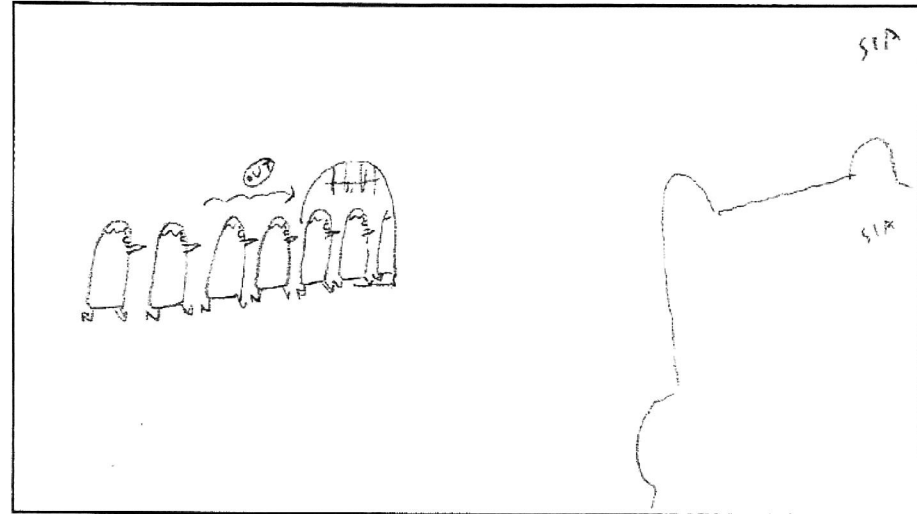


Sc. 146

Pnl. B

Bg.

day night



Dialog:

Action:

- BGS RUN INTO CASTLE

Timing:

EPISODE #

Production :

1025-164

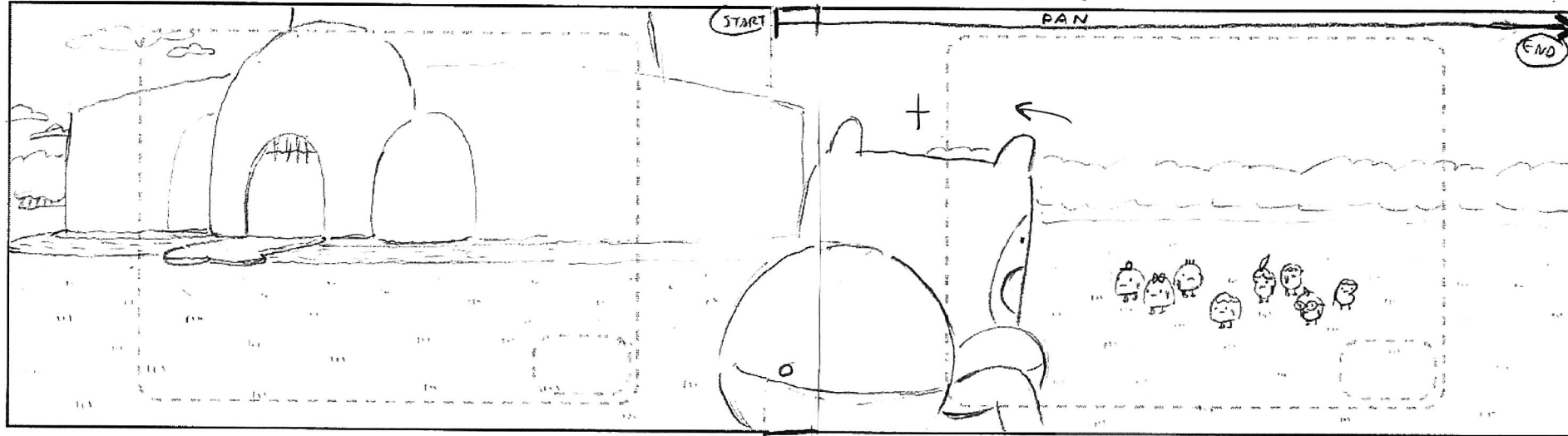
# ADVENTURE TIME



Page 177

Sc. 146 Pnl. C Bg.

day night



Dialog:

E: OH MY GERBILS!

Action:

- F TURNS TO THE RIGHT, SEES A CROWD OF KIDS
- PAN W/ ACTION.

Timing:



EPISODE #

Production :

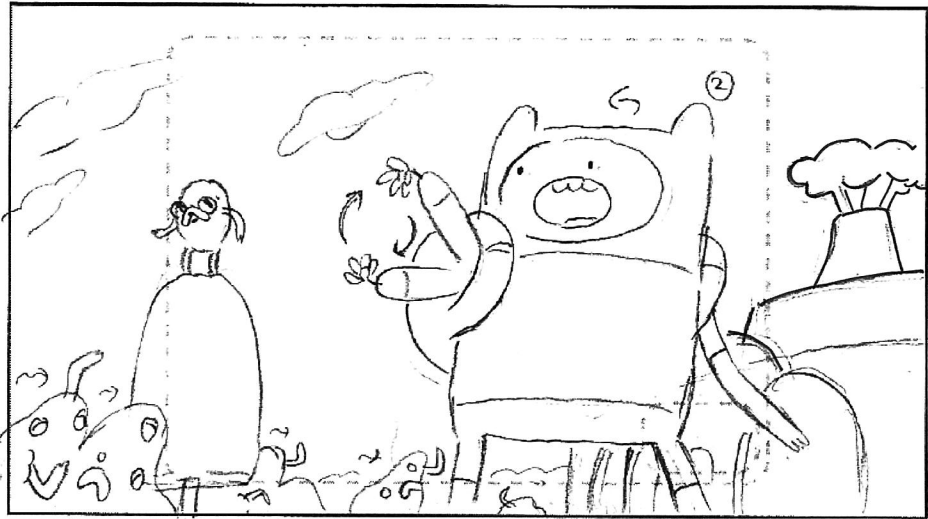
1025-164



ADVENTURE TIME



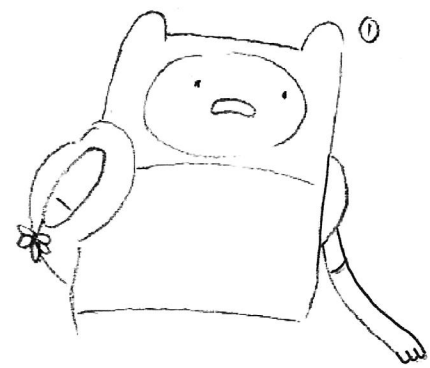
Sc. 147 Pnl. A Bg. day night



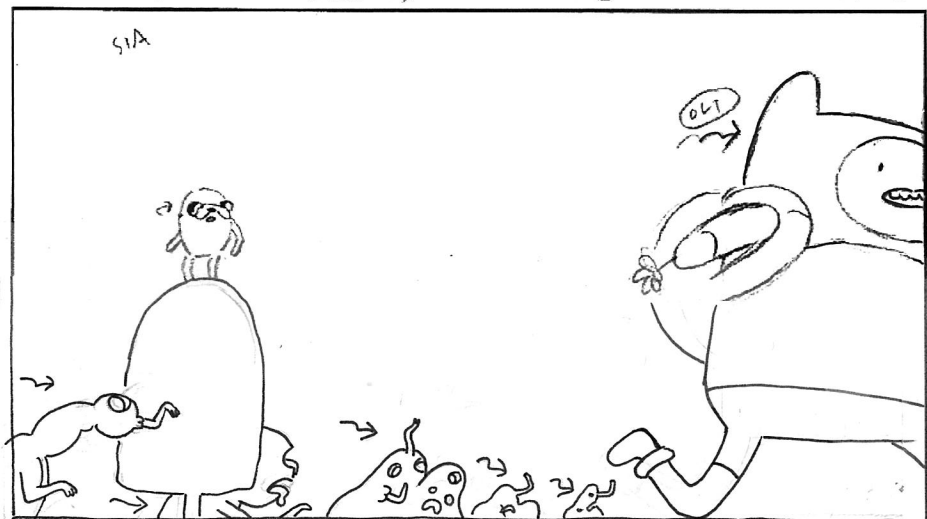
Dialog: F/ Jake let's help these Candy Orphans!

Action: - F. WAVES FLOWER ARM.  
- J. STANDS ON TREC.

Timing:



Sc. 147 Pnl. B Bg. day night



- F RUNS OFF/S  
- J TURNS HIS HEAD

EPISODE #

Production :

1025-164

© 2011 This material is the property of The Cartoon Network, Inc. It is unpublished and must not be taken from this studio, duplicated or used in any manner, except for production purposes, and may not be sold or transferred.

© 2011 This material is the property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio, duplicated or used in any manner except for production purposes, and may not be sold or transferred.

# ADVENTURE TIME

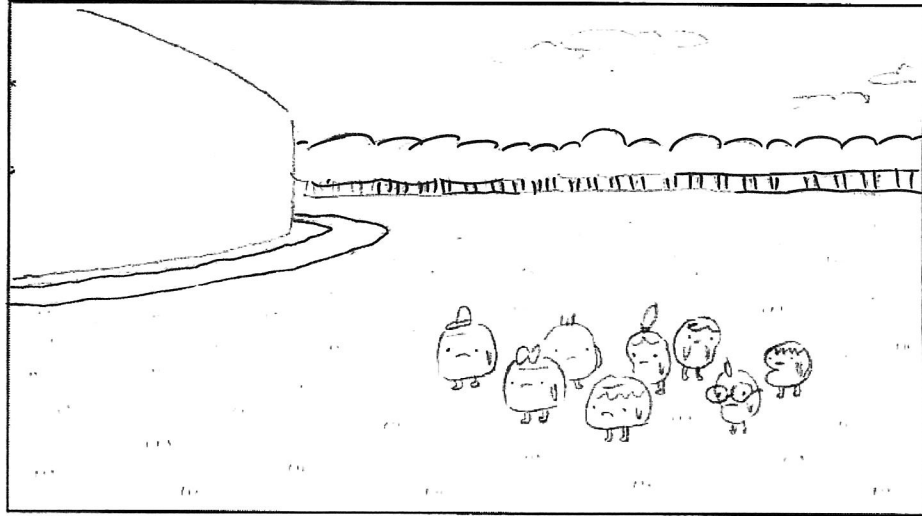


Sc. 148

Pnl. A

Bg.

day night



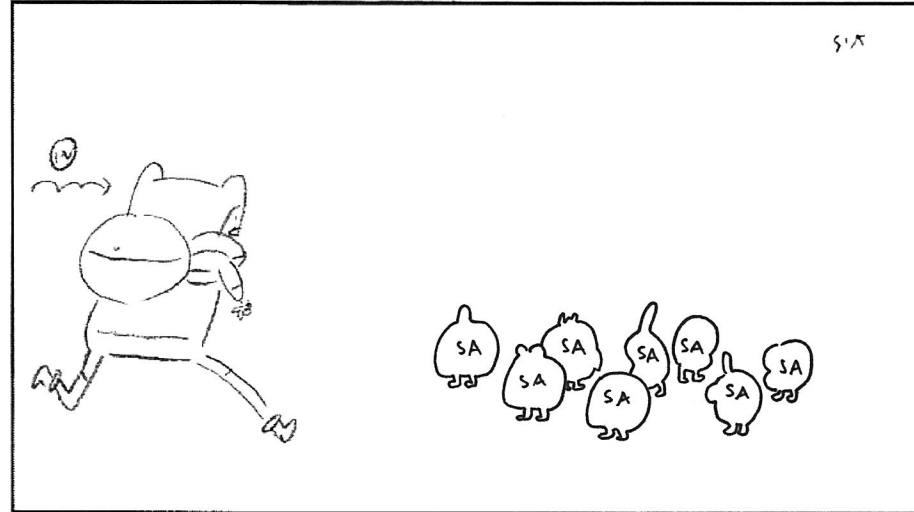
Sc. 148

Pnl. B

Bg.

Page 179

day night



Dialog:	F: HEY KIDS!
Action:	- F RUNS ON/S
Timing:	

EPISODE #

Production :

1025-164

© 2001 This material is the property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio, duplicated or used in any manner except for production purposes, and may not be sold or transferred.

# ADVENTURE TIME

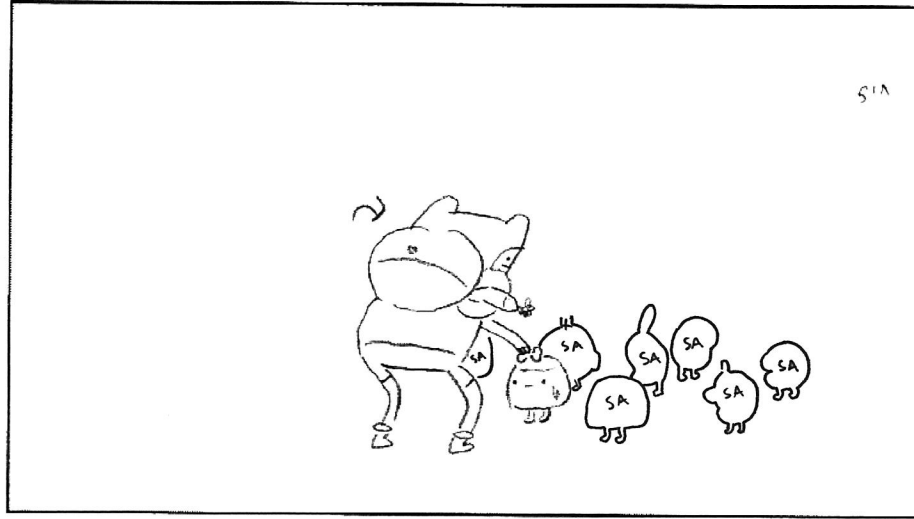


Sc. 148

Pnl. C

Bg.

day night



Sc. 148

Pnl. D

Bg.

day night



Dialog:
Action: - F PICKS UP A KID
Timing:

EPISODE #

Production :

1025-164

# ADVENTURE TIME



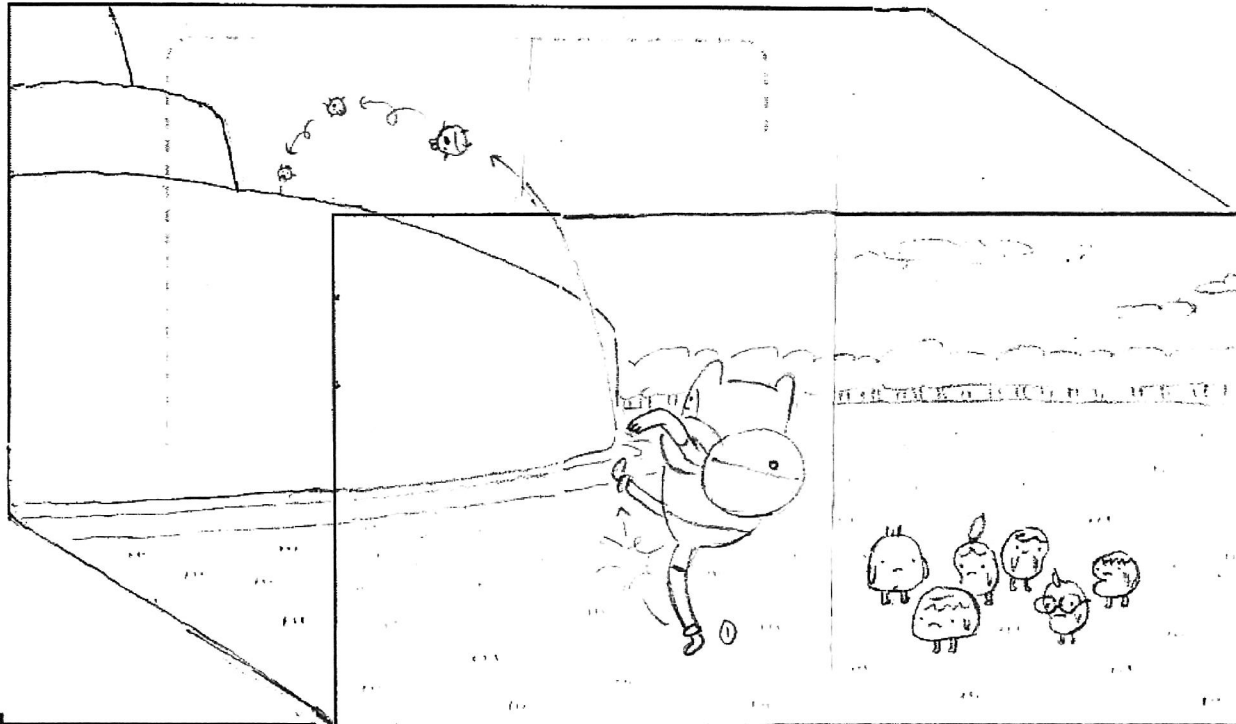
Page 181

Sc. 148

Pnl. €

Bg.

day night



F: [GRUNT]

Action:

- F PUNTS THE KID OVER THE WALL
- PAN W/ KID.

Timing:



EPISODE #

1025-164

Production :



© 2008 This material is the property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio, duplicated or used in any manner except for production purposes, and may not be sold or transferred.

ADVENTURE TIME



Sc. 149 Pnl. A Bg. day night

Sc. 149 Pnl. B Bg. day night

Dialog:
Action: - JELLY BEAN KID - J'S HAND COMES IN
Timing:

EPISODE #

Production :

1025-164

© 2001 This material is the property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio, duplicated or used in any manner, except for production purposes, and may not be sold or transferred.

# ADVENTURE TIME



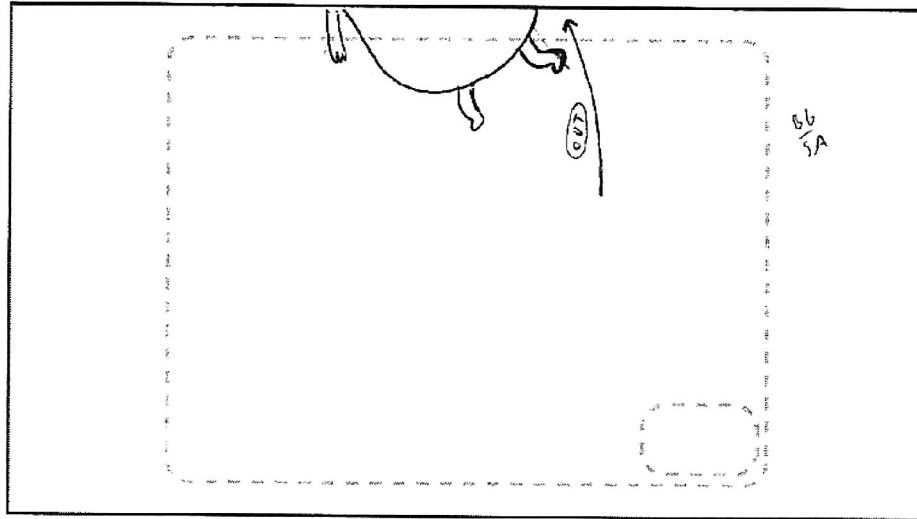
Page 183

Sc. 149

Pnl. C

Bg.

day night

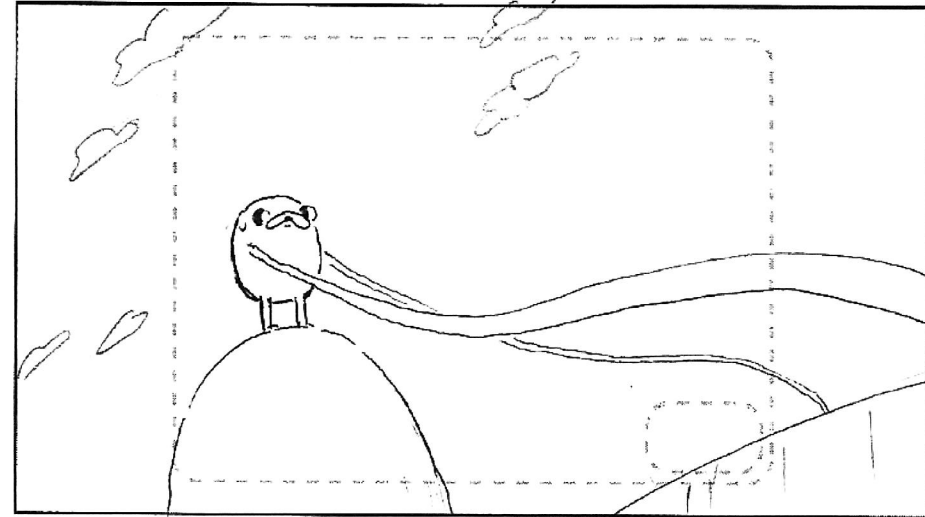


Sc. 150

Pnl. A

Bg.

day night



Dialog:

S.P.

Action:

- J PICKS UP JELLY BEAN KID

Timing:

EPISODE #

Production :

1025-164

© 2014 This material is the property of The Cartoon Network, Inc. It is unpublished and must not be taken from the stuff, duplicated or used in any manner except for production purposes, and may not be sold or transferred.

ADVENTURE TIME

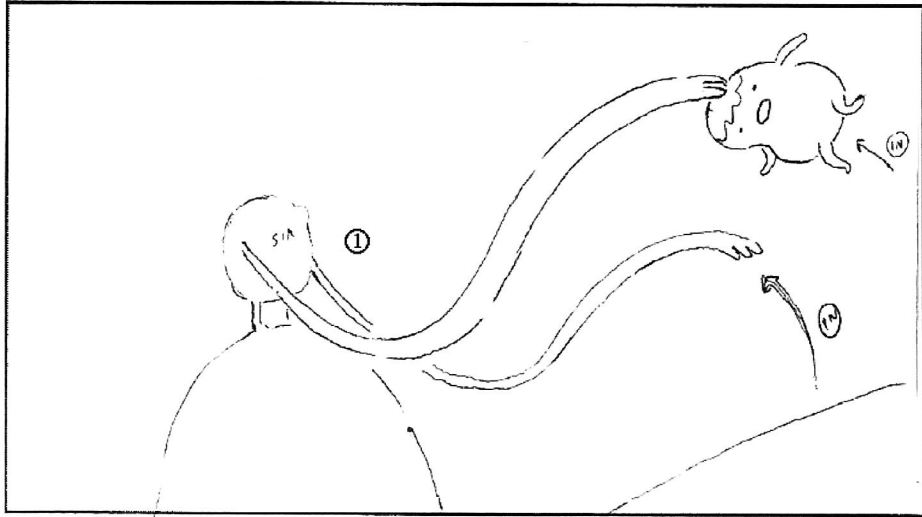


Sc. 150

Pnl. B

Bg.

day night

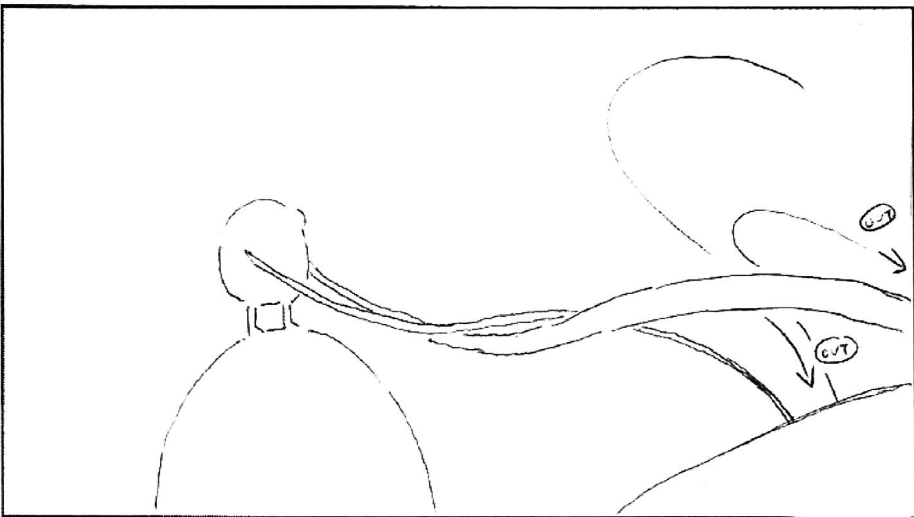


Sc. 150

Pnl. C

Bg.

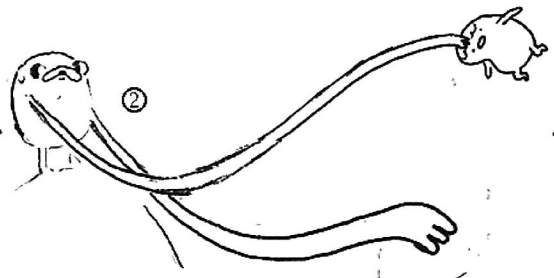
day night



Dialog:

Action: - J PULLS KID ON/S W/ HIS STRETCHED OUT ARM  
- PULLS UP HIS OTHER ARM FROM BEHIND WALL  
- SWINGS KID OVER THE WALL  
- REACHES OFF/S W/ FREE ARM

Timing:



EPISODE #

Production :

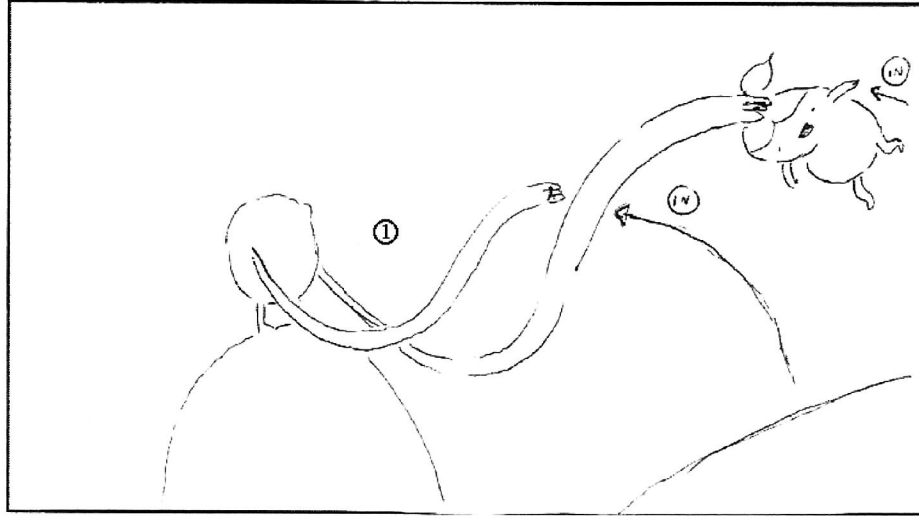
1025-164

# ADVENTURE TIME

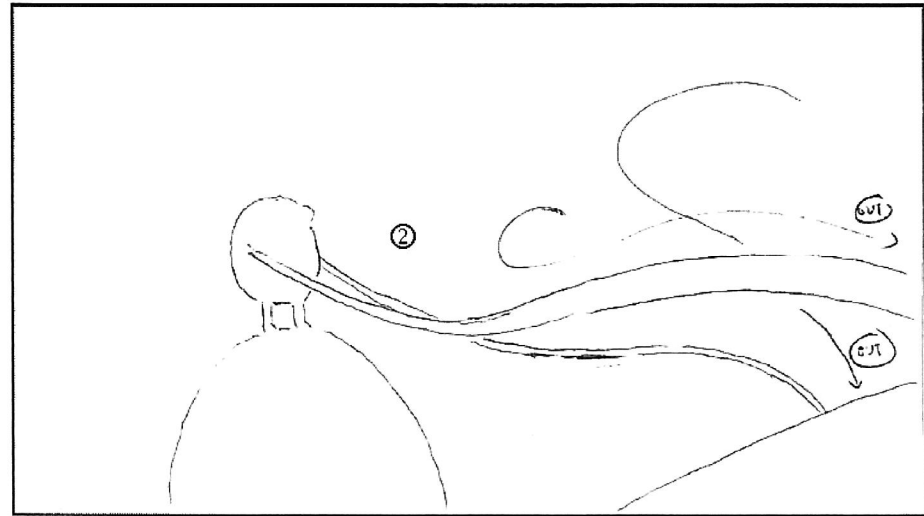


Page 105

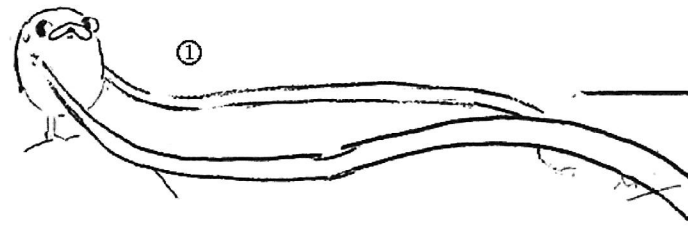
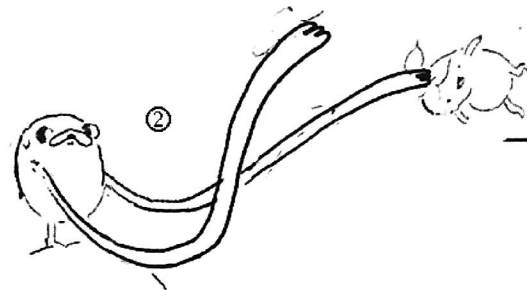
Sc. 150 Pnl. D Bg. day night



Sc. 150 Pnl. E Bg. day night



Dialog:	
Action:	
<ul style="list-style-type: none"> <li>- PULLS UP ANOTHER KID ON/S</li> <li>- PULLS UP OTHER ARM FROM BEHIND WALL</li> </ul>	<ul style="list-style-type: none"> <li>- SWINGS KID OVER WALL</li> <li>- REACHES OFF/S W/ FREE ARM</li> </ul>
Timing:	



EPISODE #

Production :

1025-164



© 2011 This material is the property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio, duplicated or used in any manner except for production purposes, and may not be sold or transferred.

# ADVENTURE TIME



Page 1800

Sc. 151

Pnl. A

Bg.

day night

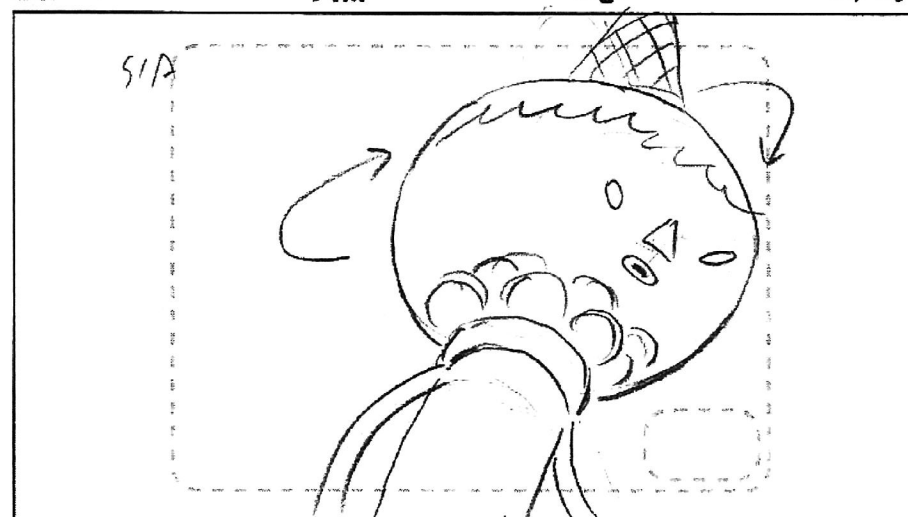


Sc. 151

Pnl. B

Bg.

day night



Dialog:

GG: (QUICK)  
EVIL.

Action:

— GG TURNS HIS HEAD

Timing:

EPISODE #

1025-164

Production :

© 2011 This material is the property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio, duplicated or used in any manner except for production purposes, and may not be sold or transferred.

# ADVENTURE TIME

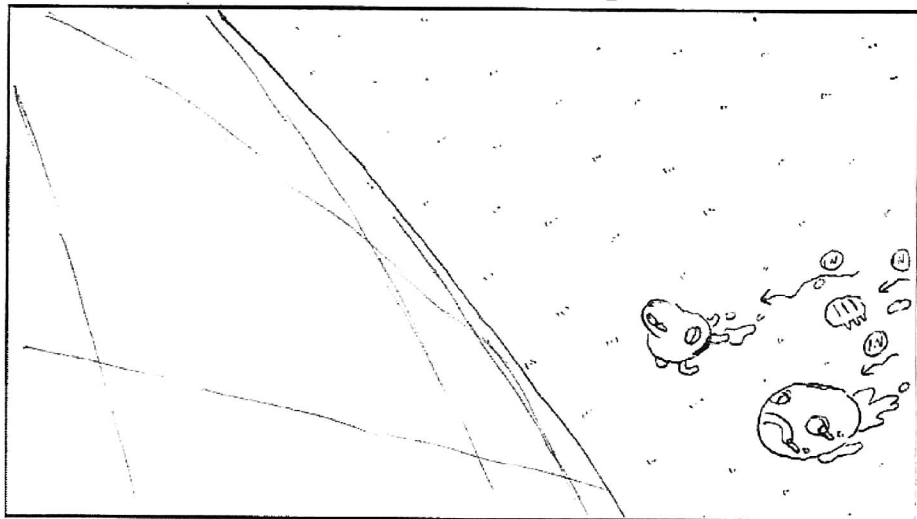


Sc. 152

Pnl. A

Bg.

day night



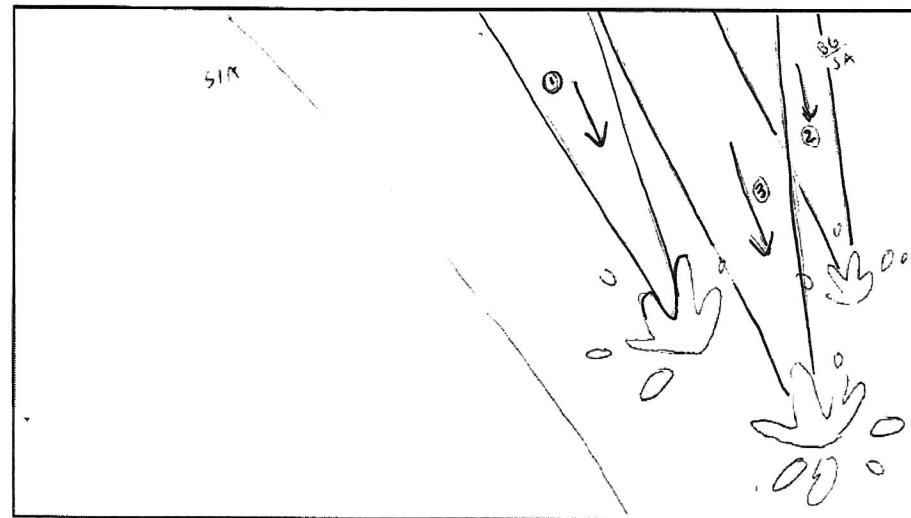
Sc. 152

Pnl. B

Bg.

Page 107

day night



Dialog:

SFX: \* CHOOM-CHUU-CHUUX

Action:

- 3 GMS CRAWL ON/S

- LASERS COME IN, BLAST GMS

Timing:

EPISODE #

1025-164

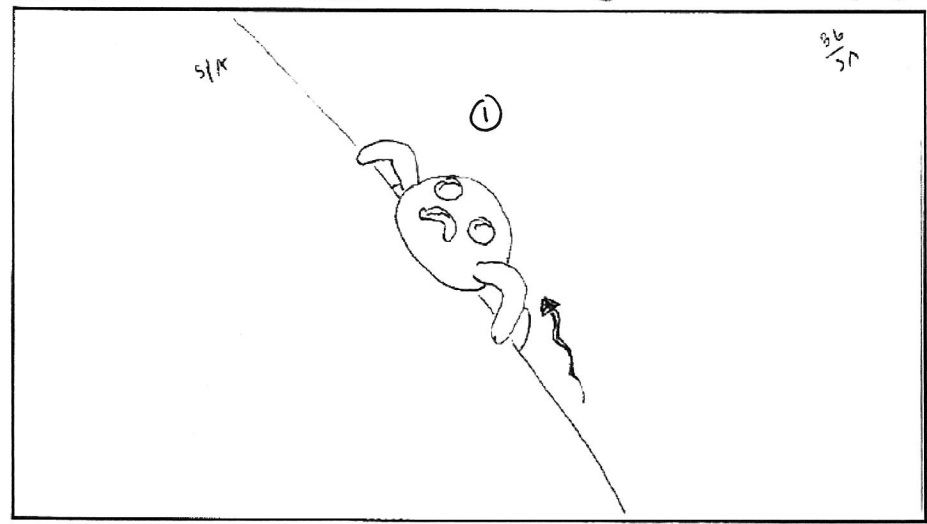
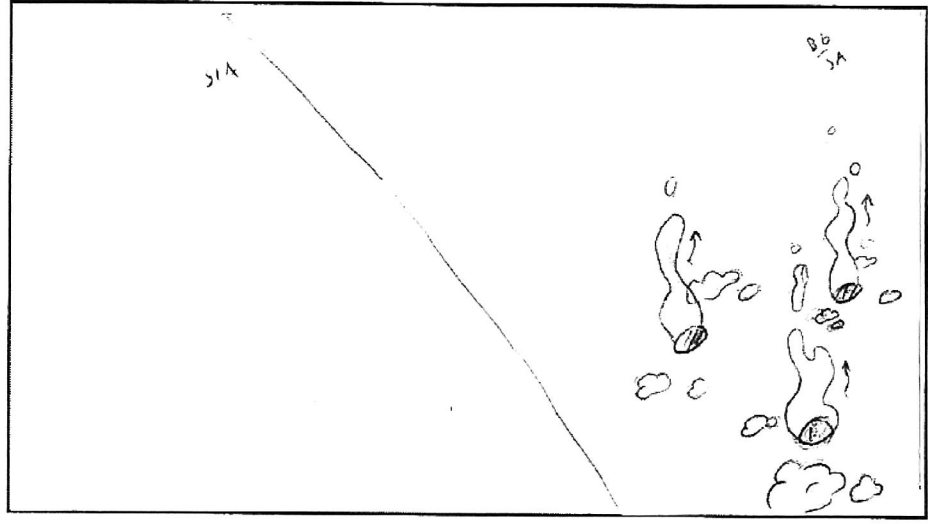
Production :

# ADVENTURE TIME



© 2014 This material is the property of The Cartoon Network, Inc. It is unpublished and must not be taken from this studio, duplicated or used in any manner except for production purposes, and may not be sold or transferred.

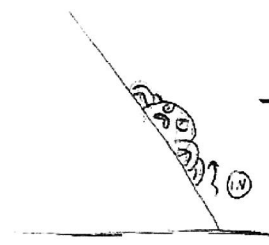
Sc. 152 Pnl. C Bg. day night Sc. 152 Pnl. D Bg. day night Page 188



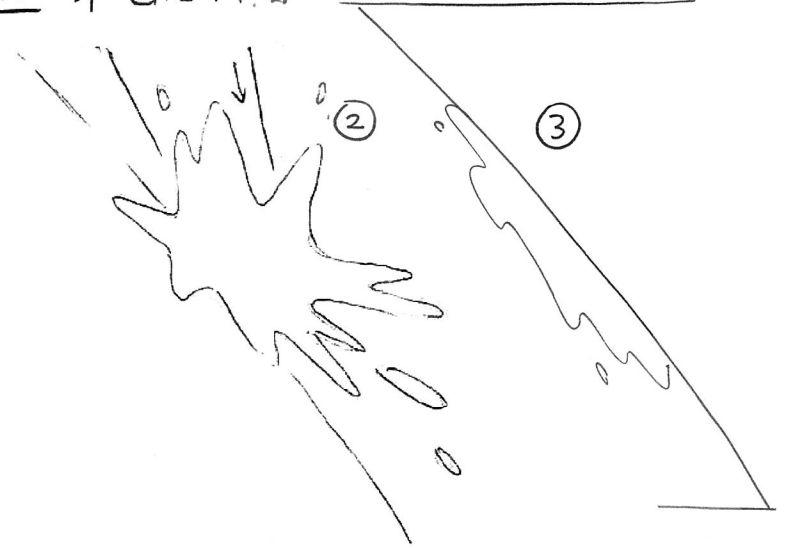
Dialog:  
SFX: \*SSSS\*

Action:  
- SPIDER GM CRAWLS UP WALL  
- LASER BLASTS IT

Timing:



SFX: \*CHOOM\*



EPISODE #

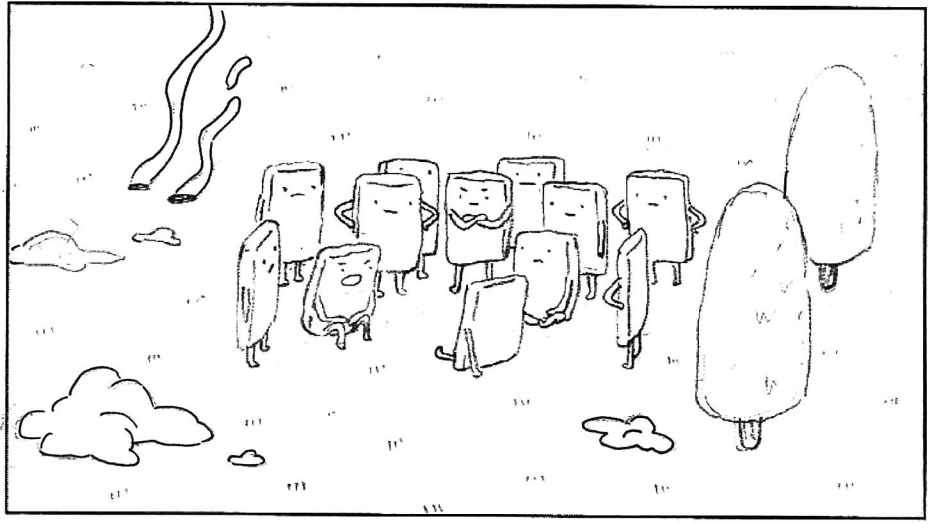
1025-164

© 2011 This material is the property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio, duplicated or used in any manner except for production purposes, and may not be sold or transferred.

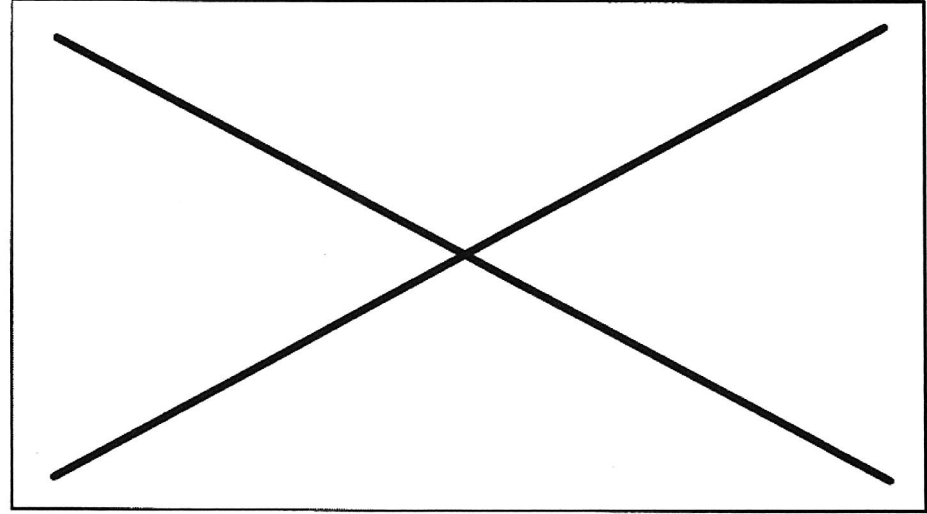
# ADVENTURE TIME



Sc. 153 Pnl. A Bg. day night



Sc. Pnl. Bg. day night



Dialog:	J: MAN, <sup>(AI)</sup> WE DO DESERVE THEM MEDALS...	
Action:		
Timing:	<div><sup>(AI)</sup></div>	

EPISODE #  
Production :

1025-164



© 2011 This material is the property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio, duplicated or used in any manner except for production purposes, and may not be sold or transferred.

# ADVENTURE TIME



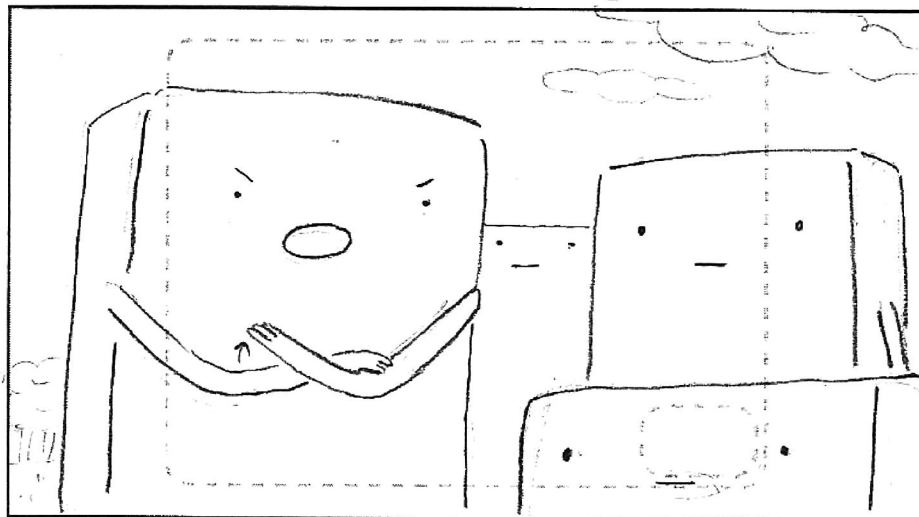
Page 190

Sc. 154

Pnl. A

Bg.

day night

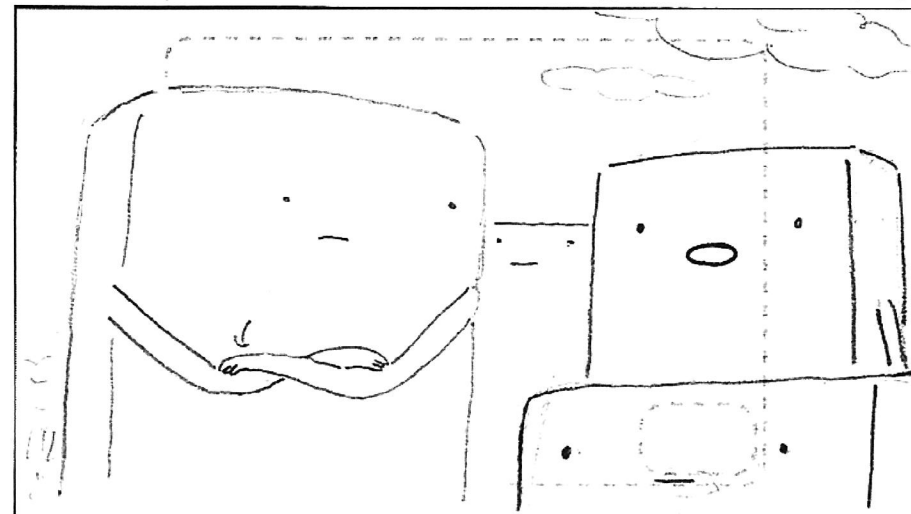


Sc. 154

Pnl. B

Bg.

day night



Dialog:

CJ: IT'S NOT LIKE SHE CAN GIVE THEM  
TO SOMEONE ELSE, I WROTE MY  
NAME ON ALL OF THEM.

CJ: YEAH SO DID I.

Action:



Timing:

EPISODE #

Production :

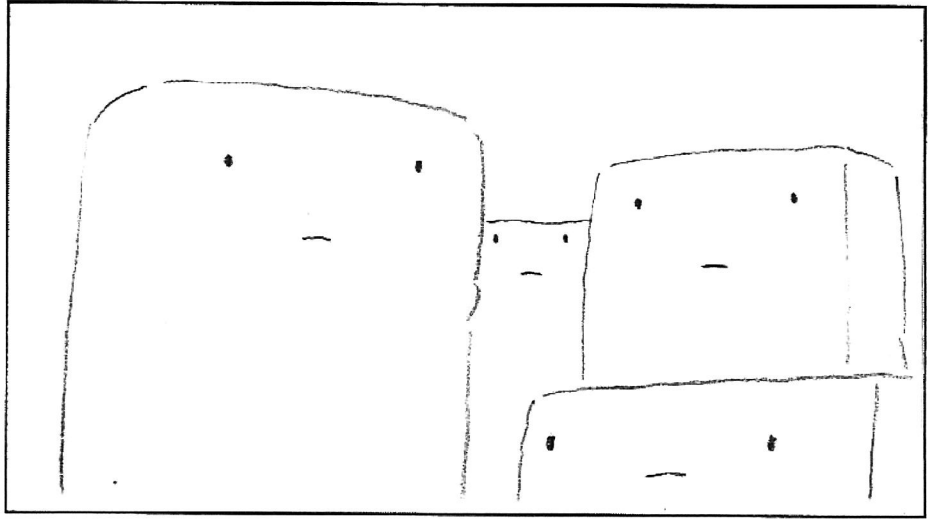
1025-164

© 2011 This material is the property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio, duplicated or used in any manner except for production purposes, and may not be sold or transferred.

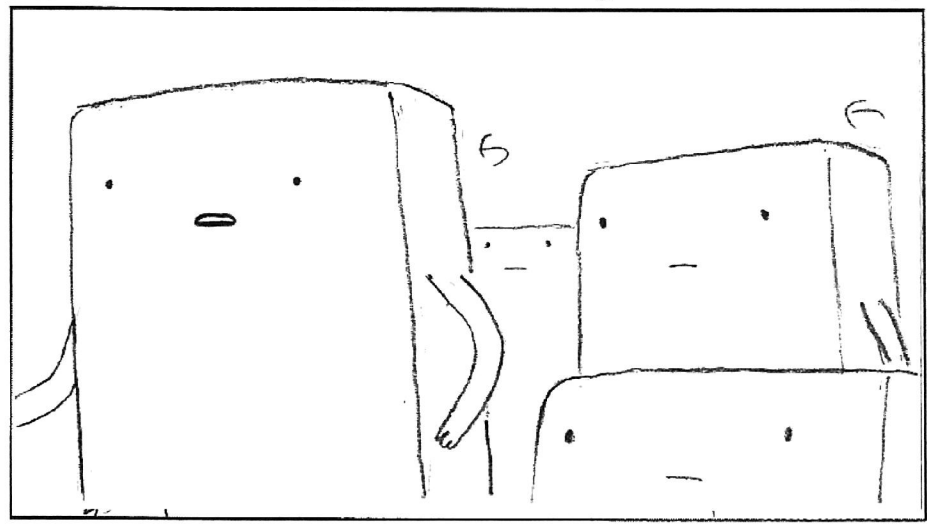
# ADVENTURE TIME



Sc. 154 Pnl. C Bg. day night



Sc. 154 Pnl. D Bg. day night



Dialog:	<p>PB: (off/s) AAAH!</p> <p>J: PRINCESS!?</p>
Action:	<p>- CJS TURN</p>
Timing:	

EPISODE #  
Production :

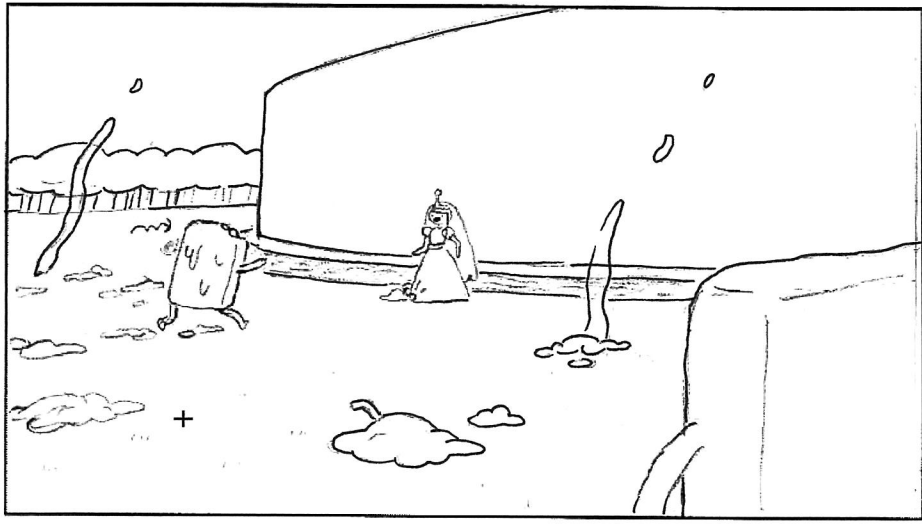
1025-164

© 2011 This material is the property of The Cartoon Movement, Inc. It is unpublished and must not be taken from the studio, duplicated or used in any manner except for production purposes, and may not be sold or transferred.

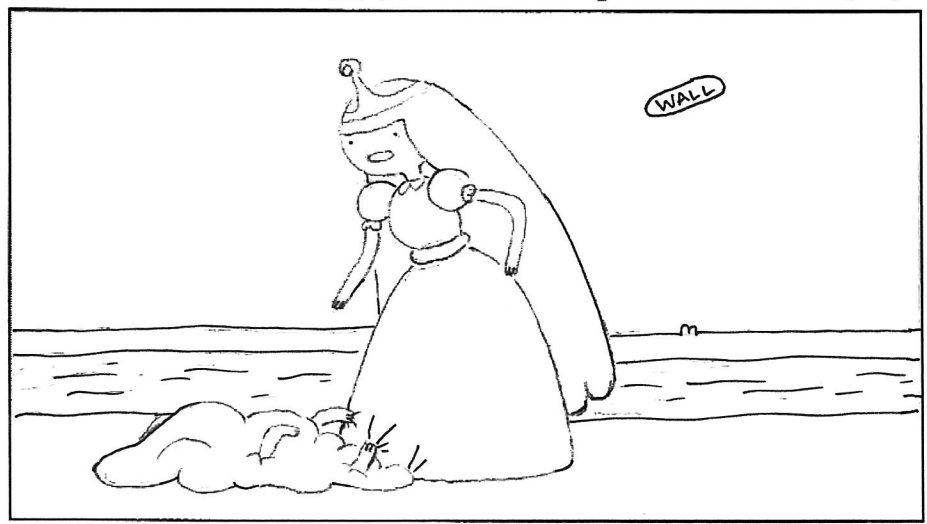
ADVENTURE TIME



Sc. 155 Pnl. A Bg. day night


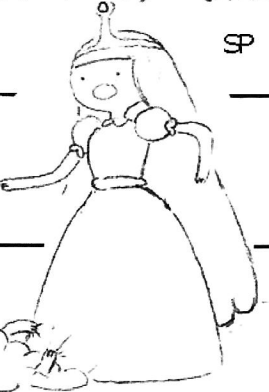


Sc. 156 Pnl. A Bg. day night



Dialog: PB: [STRUGGLING] S.P.

Action: - GJ LUMBERS TOWARD PB - GOOP MASS GRABBING ONTO PB'S DRESS SP

Timing:  +  + 

EPISODE #

Production :

1025-164

© 2011 This material is the property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio. Adapted as used in any manner except for production purposes, and may not be sold or transferred.

# ADVENTURE TIME



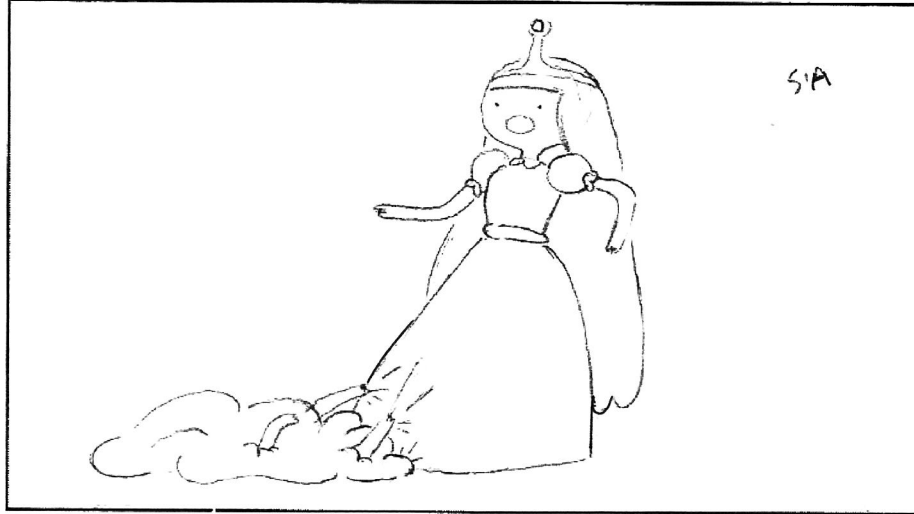
Page 193

Sc. 156

Pnl. B

Bg.

day night

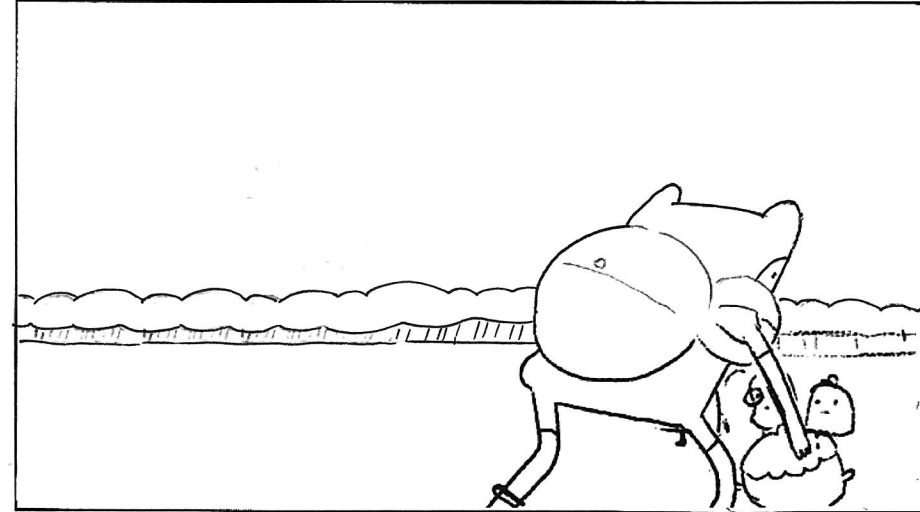


Sc. 157

Pnl. A

Bg.

day night



Dialog:

PB: <sup>(B1)</sup> HELP!

Action:

- PB TUGS

Timing:



EPISODE #

Production :

1025-164



© 2011 This material is the property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio, duplicated or used in any manner except for production purposes, and may not be sold or transferred.

# ADVENTURE TIME



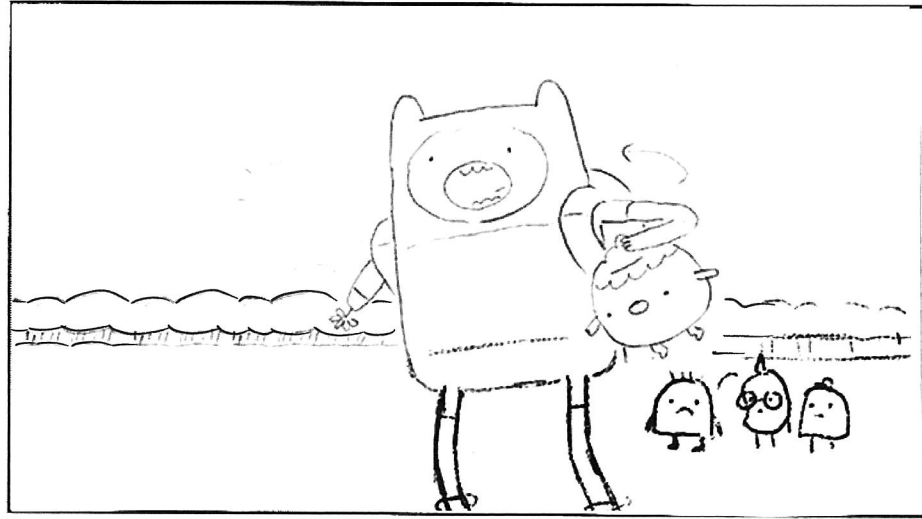
Page 194

Sc. 157

Pnl. B

Bg.

day night

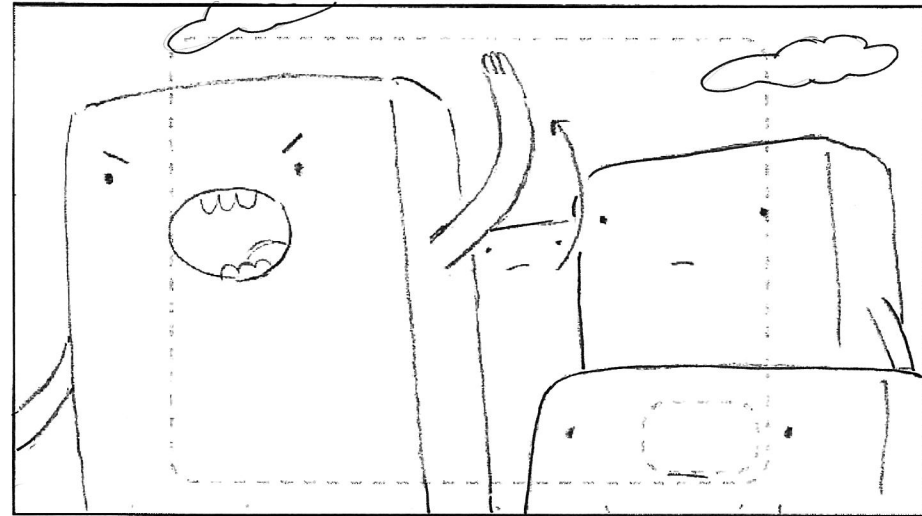


Sc. 158

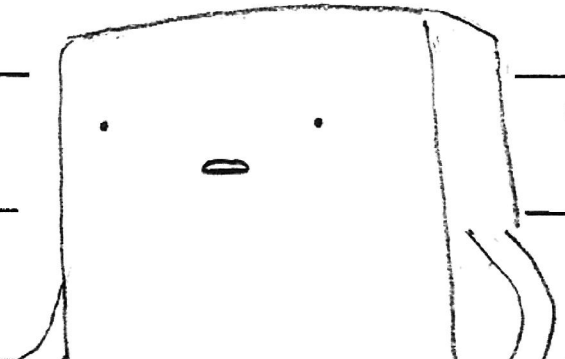
Pnl. A

Bg.

day night



Dialog:	<u>F</u> : PB !	<u>J</u> : C'MON, WE'LL SHOW HER !
Action:	- F TURNS	
Timing:		



SP

EPISODE #

Production :

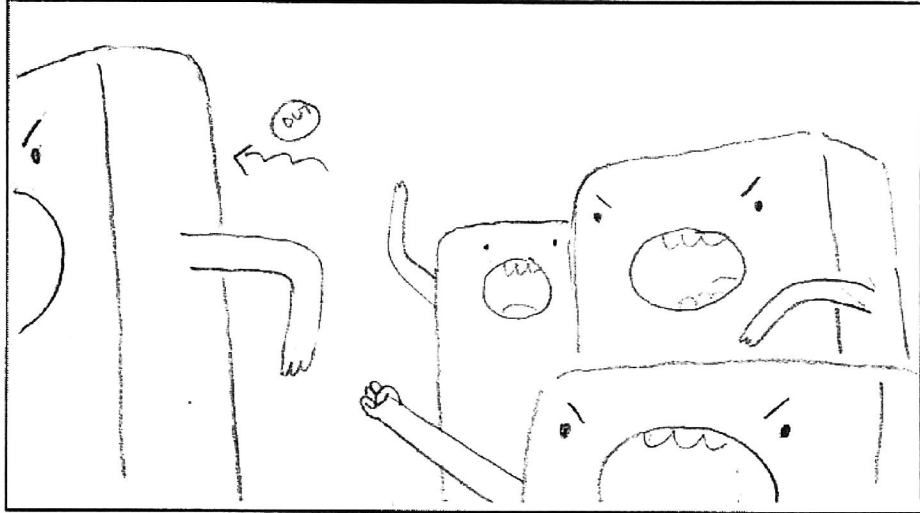
1025-164

© 2011 This material is the Property of The Cartoon Network, Inc. It is unpublished and must not be used in any manner except for production purposes, and may not be sold or transferred.

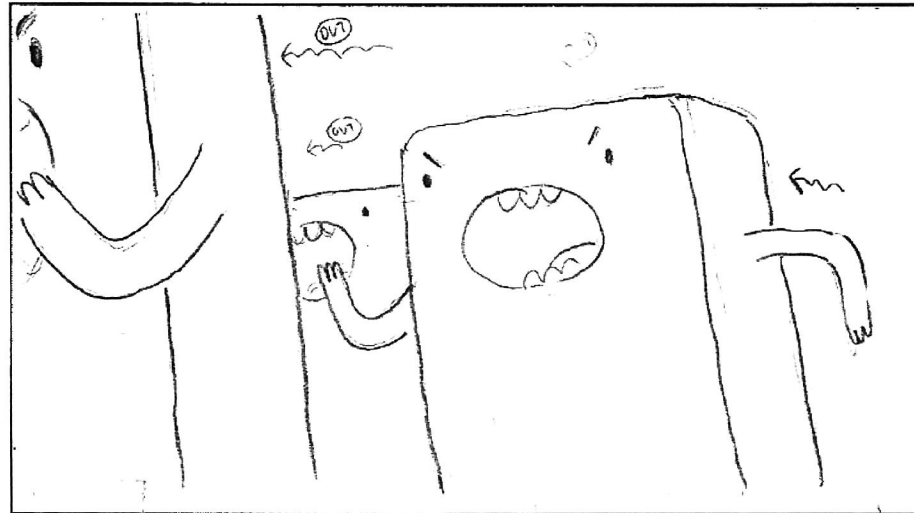
# ADVENTURE TIME



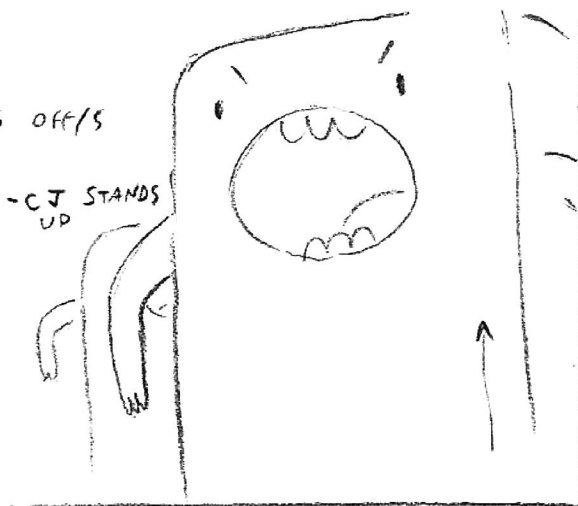
Sc. 158 Pnl. B Bg. day night



Sc. 158 Pnl. C Bg. day night



Dialog:	JAMESSES
Action:	- CJ MARCHES OFF/S
Timing:	- CJ STANDS UP



EPISODE #

Production :

1025-164

ADVENTURE TIME

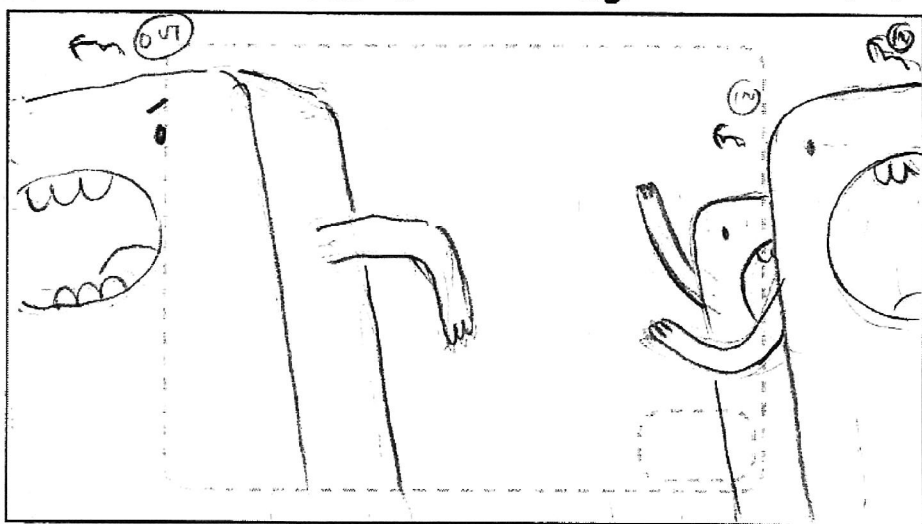


Sc. 158

Pnl. D

Bg.

day night

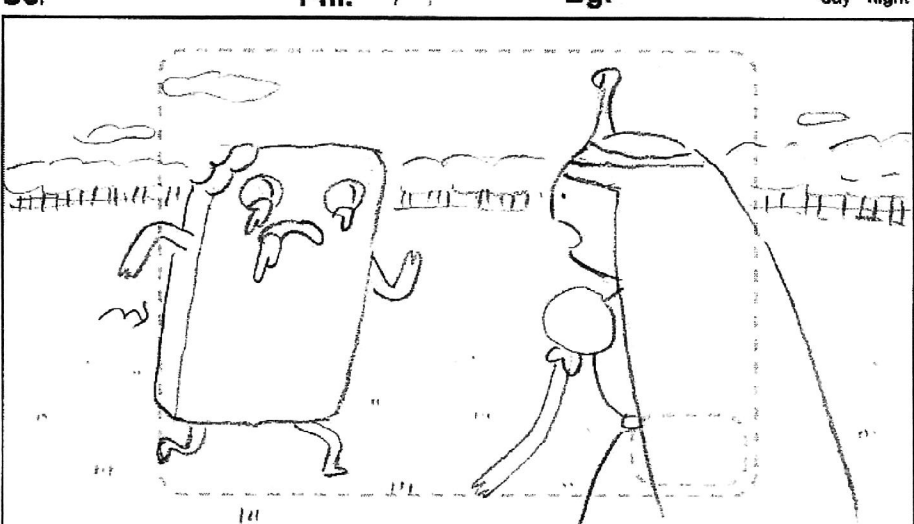


Sc. 159

Pnl. A

Bg.

day night



Dialog:	
GJ : Glegh....	
Action:	- 3 MORE GJS MARCH ON/S
Timing:	- GOO JAMES STEPS FORWARD

EPISODE #

Production :

1025-164

© 2011 This material is the Property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio, duplicated or used in any manner except for production purposes, and may not be sold or transferred.

# ADVENTURE TIME



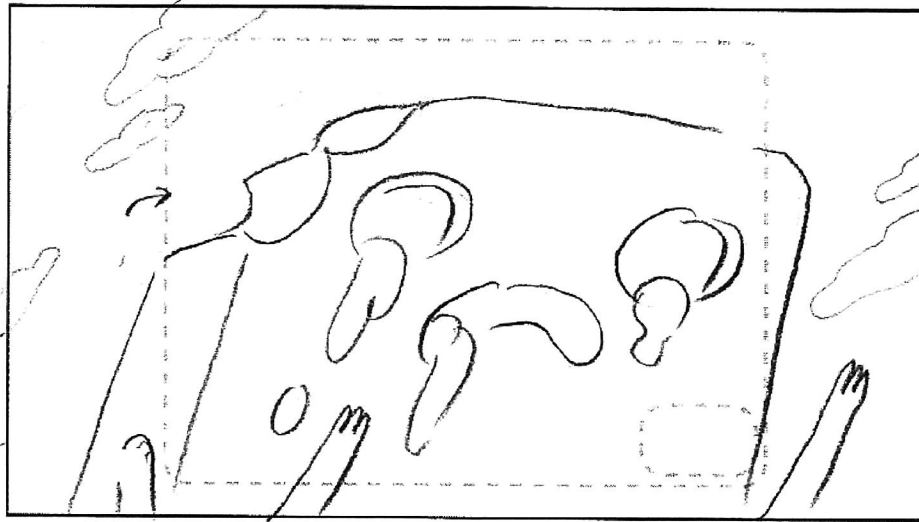
Page 197

Sc. 160

Pnl. A

Bg.

day night

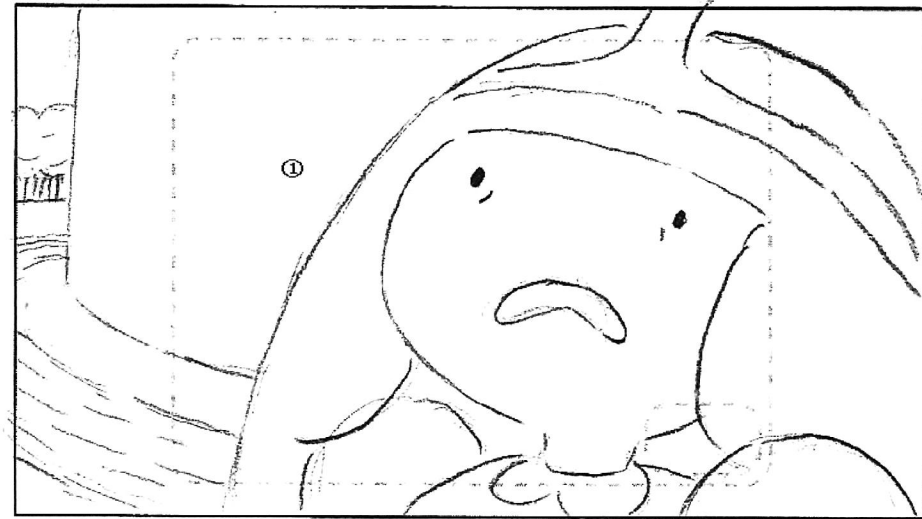


Sc. 161

Pnl. A

Bg.

day night



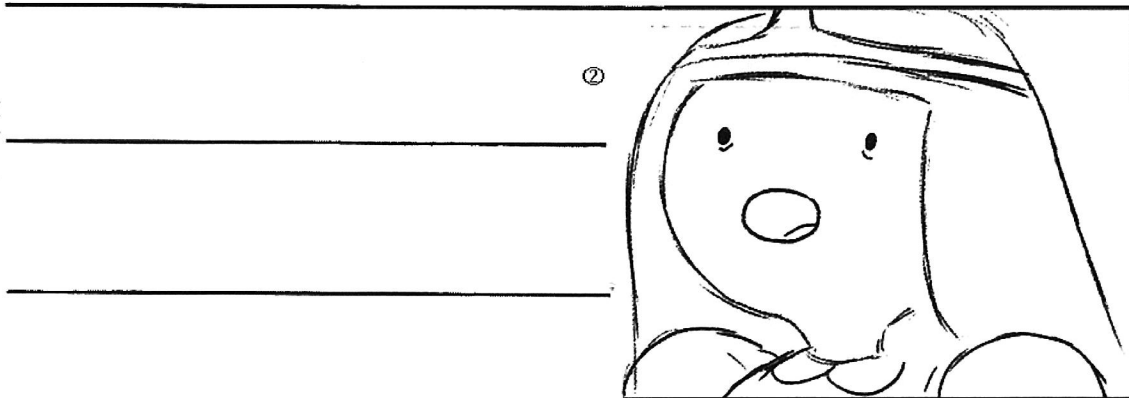
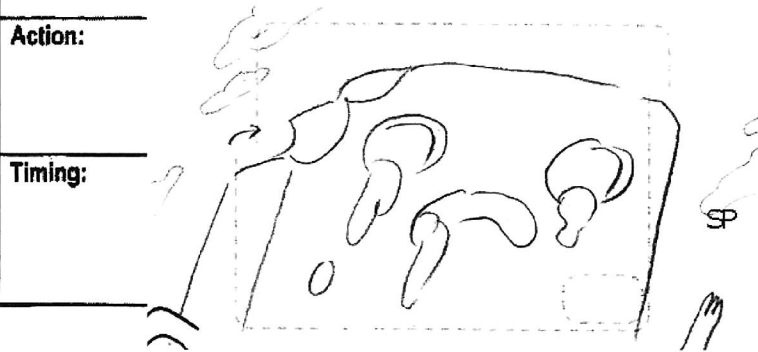
Dialog:

GJ : BLEUGH-PRINCESS...

PB : ORIGINAL JAMES?

Action:

Timing:



EPISODE #

Production :

1025-164



# ADVENTURE TIME



Page 198

Sc. 162

Pnl. A

Bg.

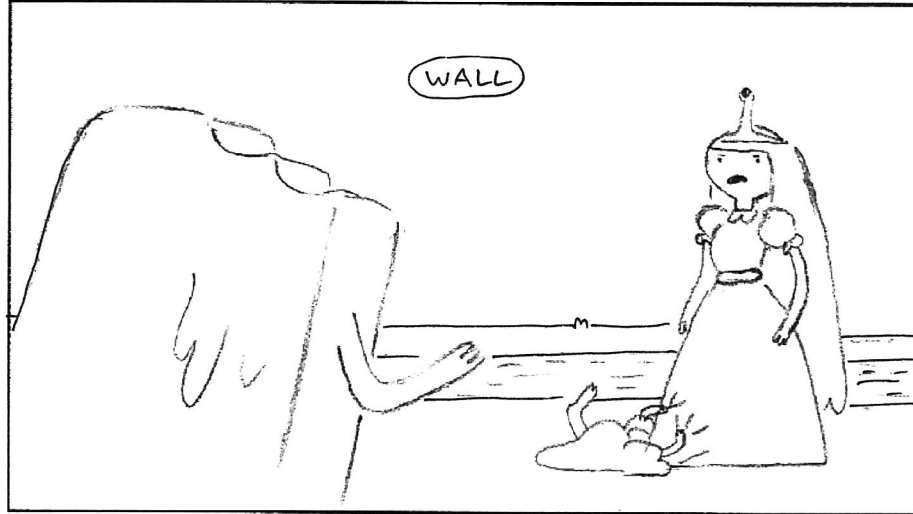
day night

Sc. 162

Pnl. B

Bg.

day night



Dialog:

CJ :: VRRT VRRT!

Action:

— CJ LEAPS ON/S BLOCKING GJ'S PATH

Timing:



EPISODE #

Production :

1025-164

© 2011 This material is the property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio. Adapted or used in any manner except for production purposes, and may not be sold or transferred.

# ADVENTURE TIME

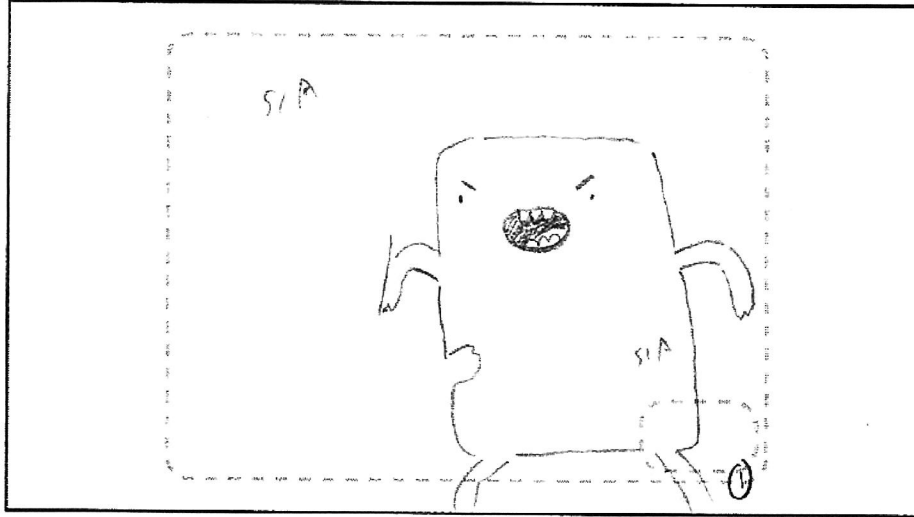


Sc. 162

Pnl. C

Bg.

day night

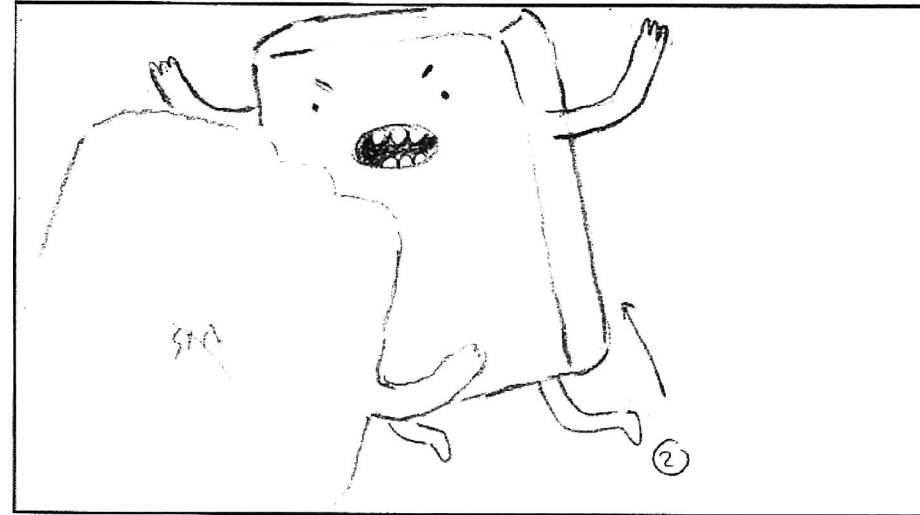


Sc. 162

Pnl. D

Bg.

Page 199  
day night



Dialog:

CJ : JAMES ARE A HEROES!  
SEE!

CJ: (MACHINE NOISE)

VROW!

Action:

Timing:



- CJ JUMPS ONTO  
GJ

EPISODE #

Production :

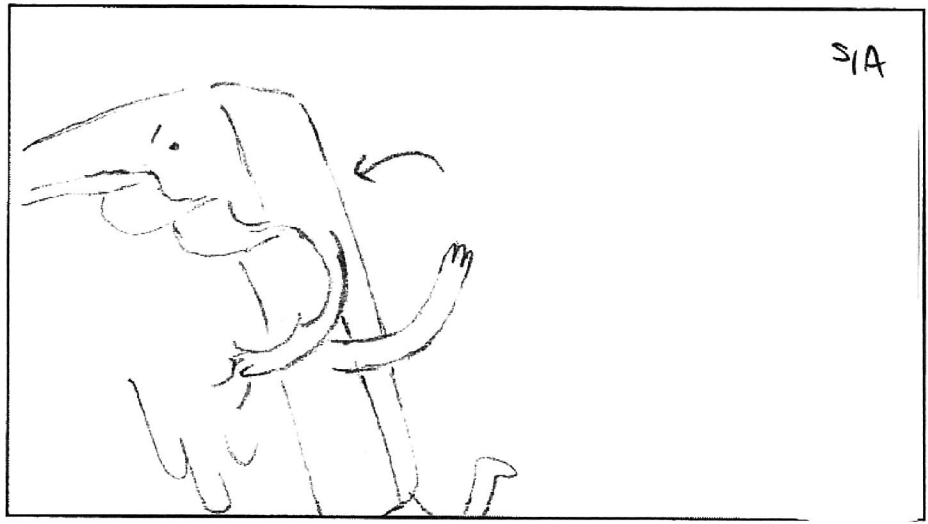
1025-164

© 2011 This material is the property of The Cartoon Network, Inc. It is unpublished and must not be taken from the staff, duplicated or used in any manner except for production purposes, and may not be sold or transferred.

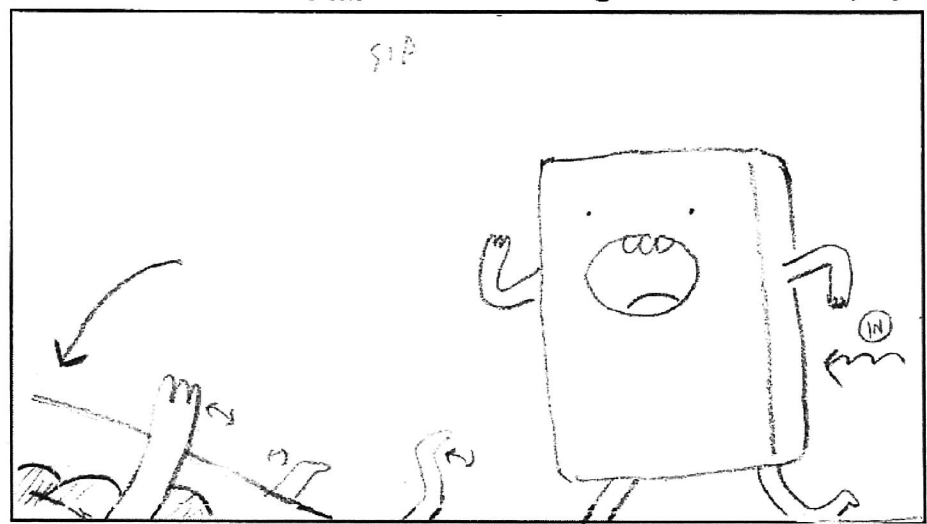
# ADVENTURE TIME



Sc. 162 Pnl. E Bg. day night



Sc. 162 Pnl. F Bg. day night



Dialog:	SFX: SPLAT	CJ: YEAH IMA SAVE THE DAY!
Action:	- CJ2 RUNS ON/S	
Timing:		

EPISODE #  
Production :

1025-164

© 2011 This material is the property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio, duplicated or used in any manner, except for production purposes, and may not be sold or transferred.

# ADVENTURE TIME

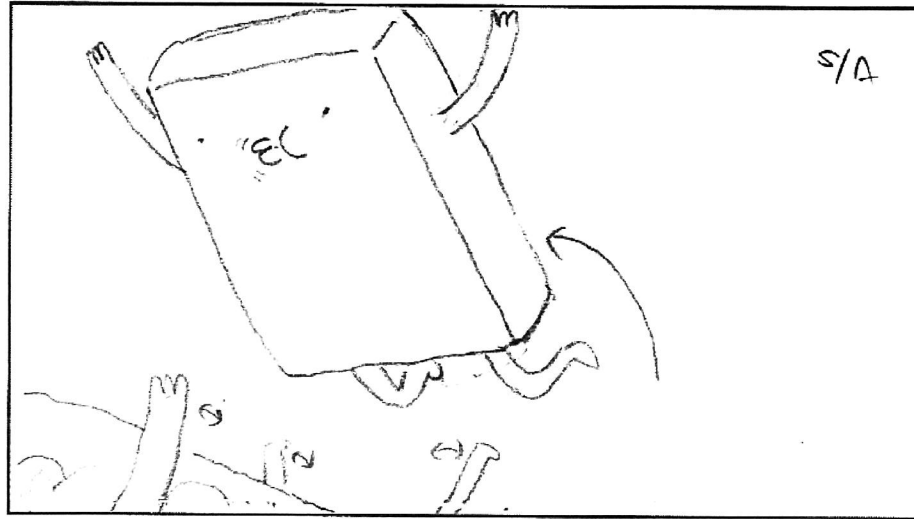


Sc. 162

Pnl. G

Bg.

day night



Dialog:

CJ2: PPPBBT

Action:

- CJ2 JUMPS INTO THE PILE

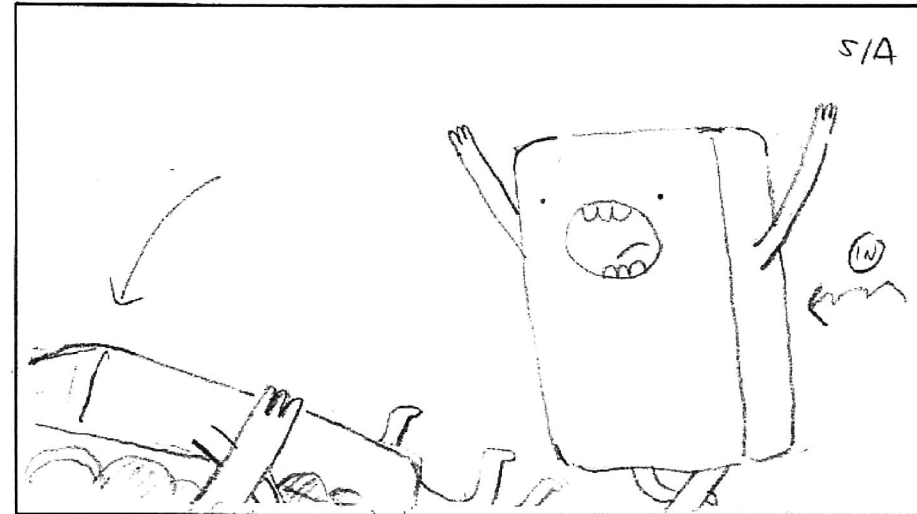
Timing:

Sc. 162

Pnl. H

Bg.

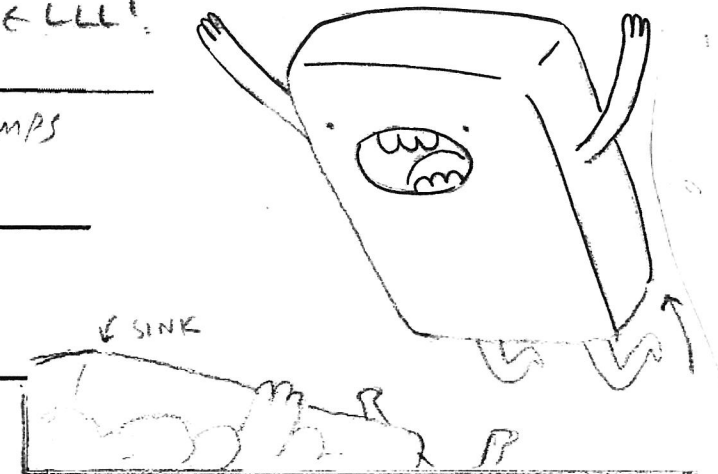
day night



SFX: SPLAT

CJ3: I AS WELL!

- CJ3 RUNS IN, JUMPS INTO PILE



EPISODE #

1025-164

Page 201

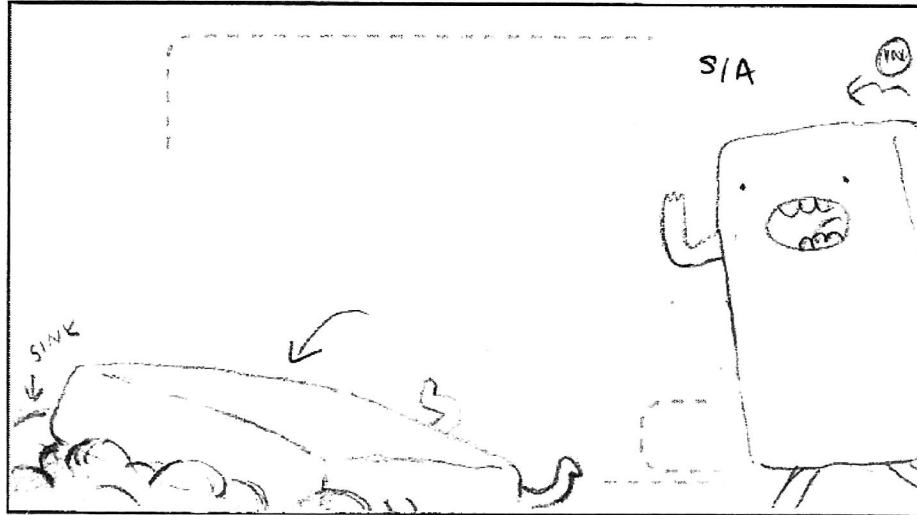


© 2011 This material is the property of The Cartoon Network, Inc. It is unpublished and must not be taken from the staffs, duplicated or used in any manner except for production purposes, and may not be sold or transferred.

# ADVENTURE TIME



Sc. 162 Pnl. I Bg. day night

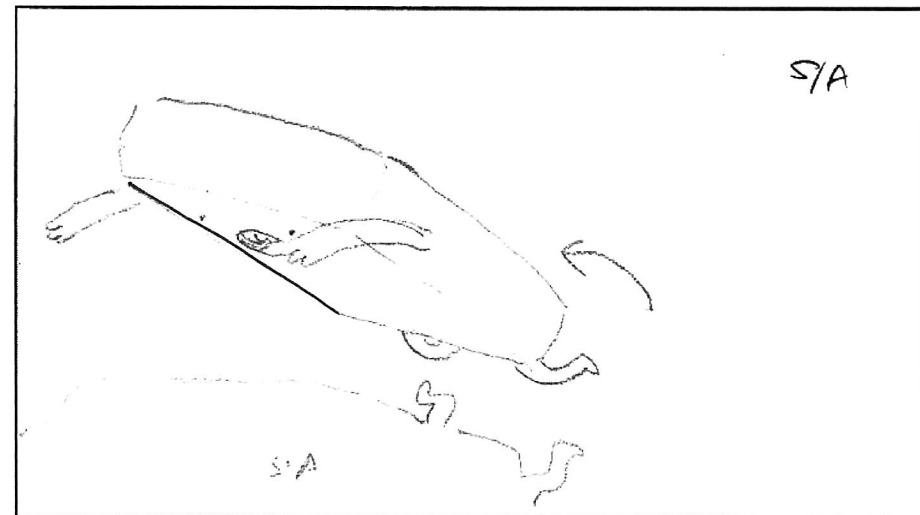


Dialog:  
SF\* = SPLAT  
CJ4: FOR THE GOOD

Action: - CJ4 RUNS ON/S

Timing:

Sc. 162 Pnl. J Bg. day night



CJ4: OF THE MANNY!!

EPISODE #

Production :

1025-164

© 2011 This material is the property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio, duplicated or used in any manner, except for production purposes, and may not be sold or transferred.

# ADVENTURE TIME



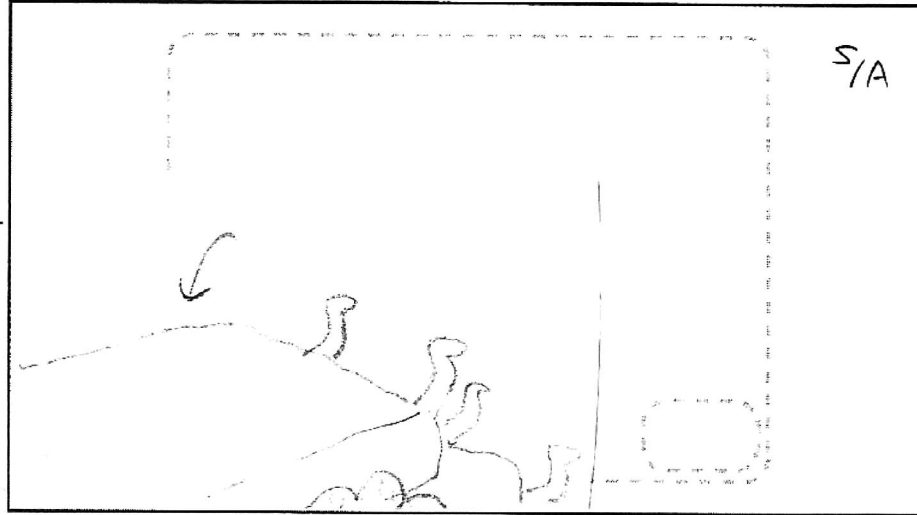
Page 203

Sc. 162

Pnl. K

Bg.

day night

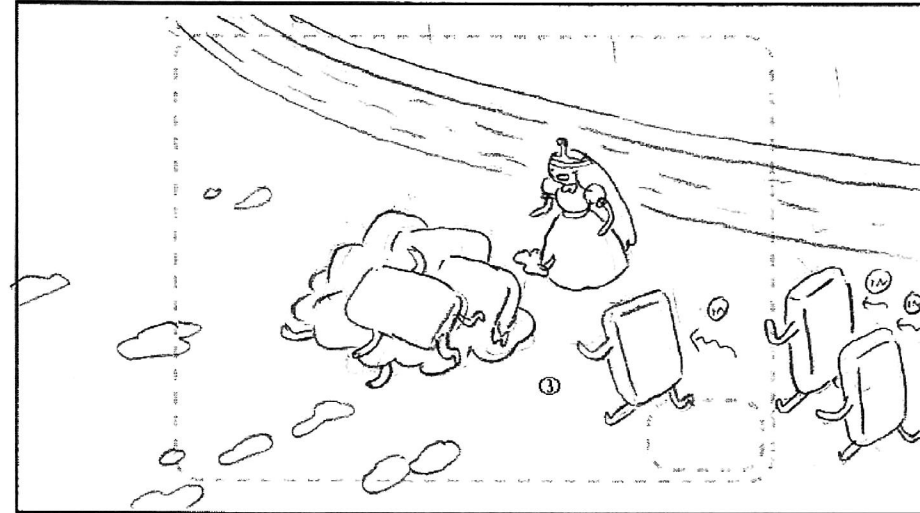


Sc. 163

Pnl. A

Bg.

day night



Dialog:

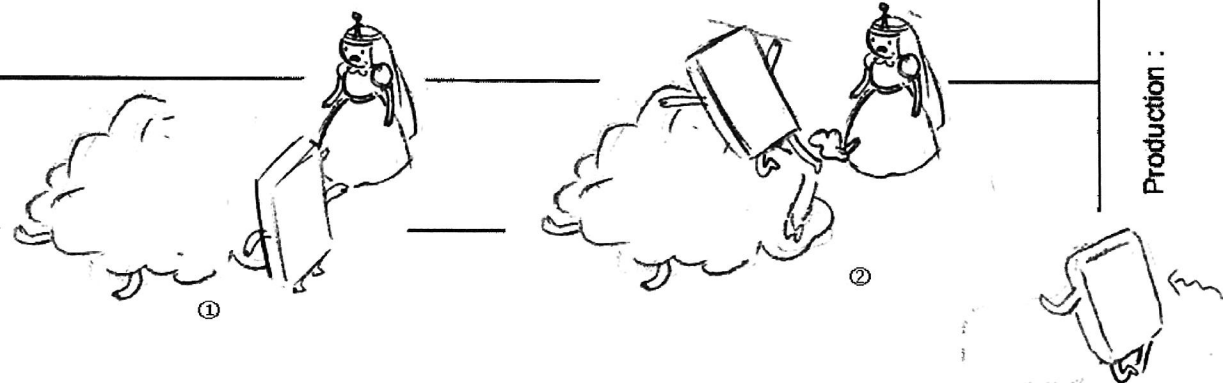
SFX : SPLAT

CJS : VRR T VRR T / PSHOO PSHOO  
YEAH! YEAH! (or other sounds)  
C'MON!

Action:

- 3 MORE CJS RUN ON/S

Timing:



EPISODE #

1025-164

Production :

c 2009 This material is the Property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio, duplicated or used in any manner, except for production purposes, and may not be sold or transferred.

# ADVENTURE TIME



Sc. 163 Pnl. B Bg. day night

Sc. Pnl. Bg. day night

Dialog:
Action:
Timing:

# ADVENTURE TIME

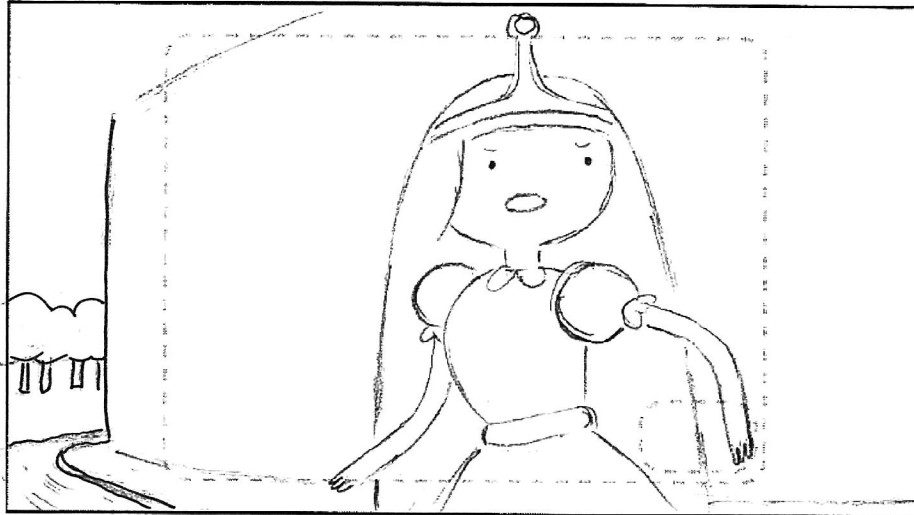


Sc. 164

Pnl. A

Bg.

day night

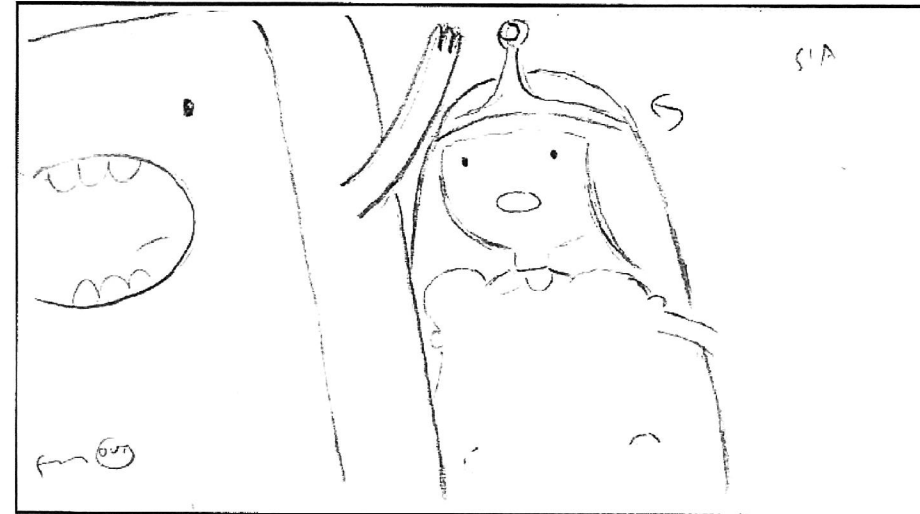


Sc. 164

Pnl. B

Bg.

day night



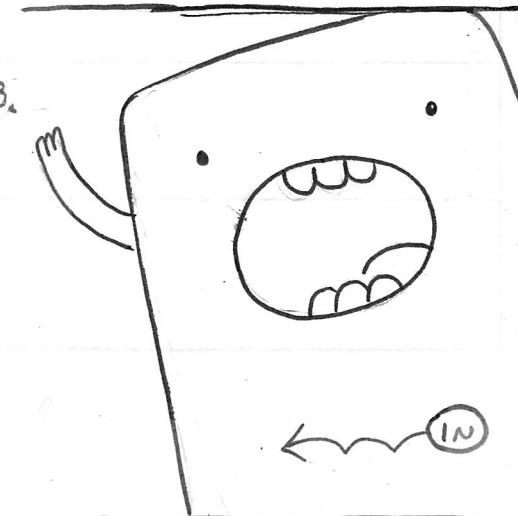
Dialog:

CJ: A SELFLESS ACT!

Action:

- CJ RUNS PAST PB.

Timing:



Production :

EPISODE #

1025-164



# ADVENTURE TIME



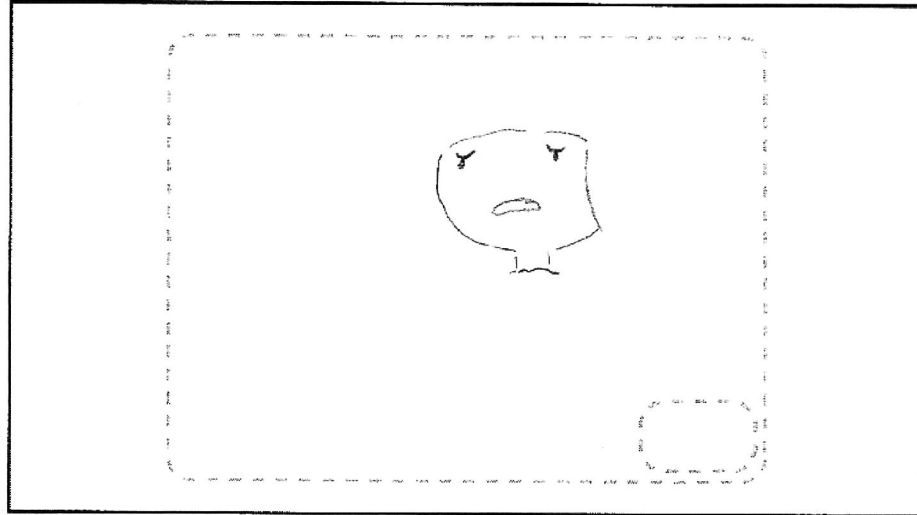
© 2011 This material is the property of The Cartoon Network, Inc. It is not to be published and must not be taken from the studio, duplicated or used in any manner, except for production purposes, and may not be sold or transferred.

Sc. 164

Pnl. C

Bg.

day night

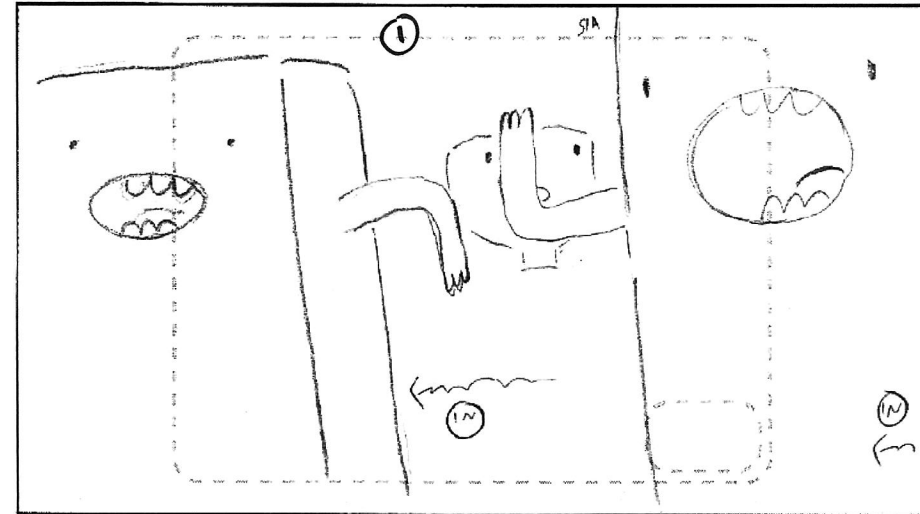


Sc. 164

Pnl. D

Bg.

Page 205  
day night

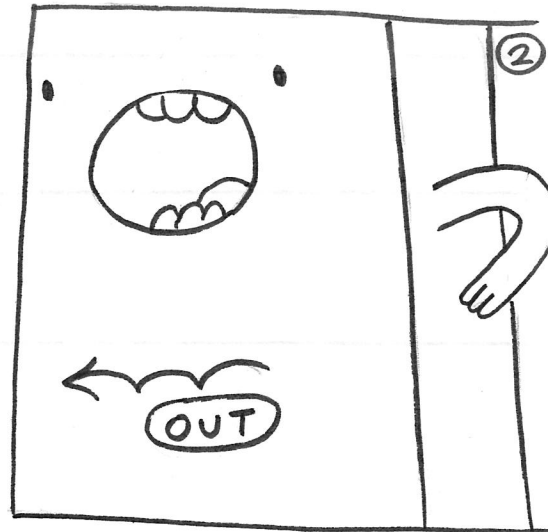


Dialog:

SFX (off/s) SPLAT

Action:

Timing:



CJ: ME TOO!  
SO SELFLESS!!

- 2 MORE CTS RUN PAST PB

EPISODE # 1025-164  
Production :

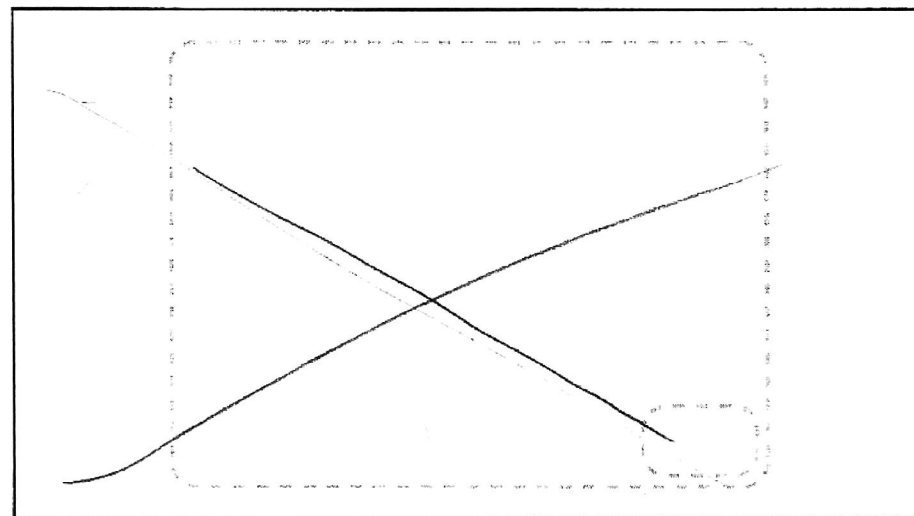
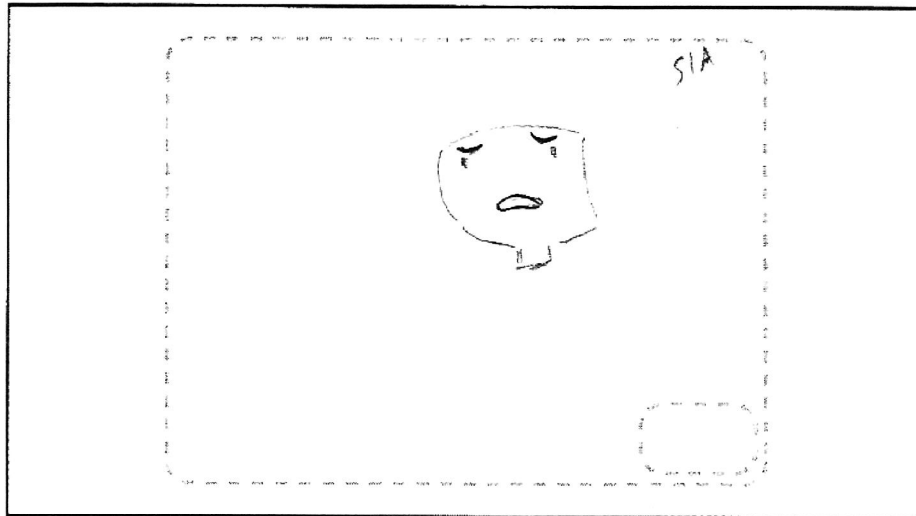
© 2011 This material is the property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio, duplicated or used in any manner, except for production purposes, and may not be sold or transferred.

# ADVENTURE TIME



Page 206

Sc. 164 Pnl. E Bg. day night Sc. Pnl. Bg. day night



Dialog:
SFX: *SPLAT SPLAT* PB: 41 GUYS ...
Action:
Timing:

EPISODE # 1025-164  
Production :

© 2008. This material is the property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio, duplicated or used in any manner except for production purposes, and may not be sold or transferred.

# ADVENTURE TIME



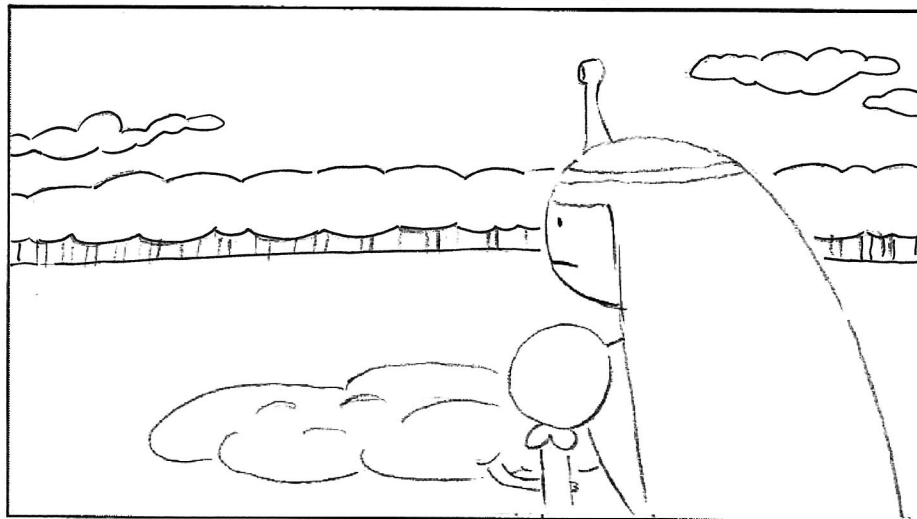
Page 207

Sc. 165

Pnl. A

Bg.

day night

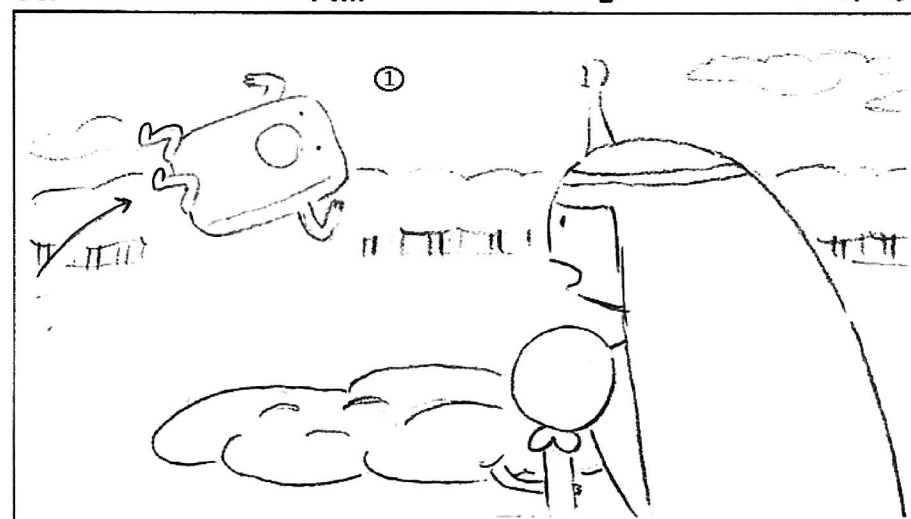


Sc. 165

Pnl. B

Bg.

day night



Dialog:

CJ: (off/s) ALL FOR ONE AND  
ONE FOR

CJ: J A A A M E S (ES)

Action:

- LAST CJ LEAPS ON/S IN ELBOW DROP  
POSE

Timing:



EPISODE #

Production :

1025-164

© 2011 This material is the property of The Cartoon Network, Inc. It is unpublished and must not be taken from the source, duplicated or used in any manner except for production purposes, and may not be sold or transferred.

# ADVENTURE TIME



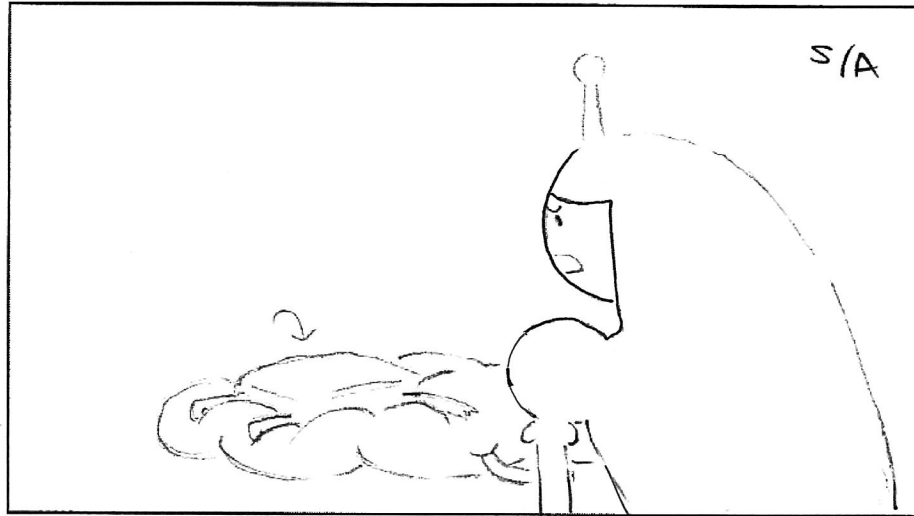
Page 208

Sc. 165

Pnl. C

Bg.

day night

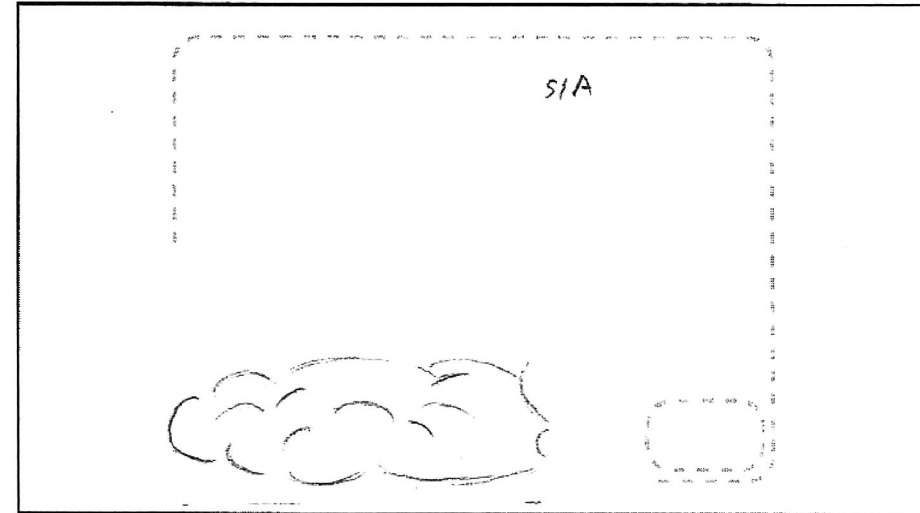


Sc. 165

Pnl. D

Bg.

day night



Dialog:

SFX: SPLAT

SFX: \* SPLLLT \*

Action:

- CJ FALLS FACE FIRST INTO GOD MASS - CJ GETS ABSORBED INTO GOD MASS

Timing:

EPISODE #

1025-164

Production :



# ADVENTURE TIME



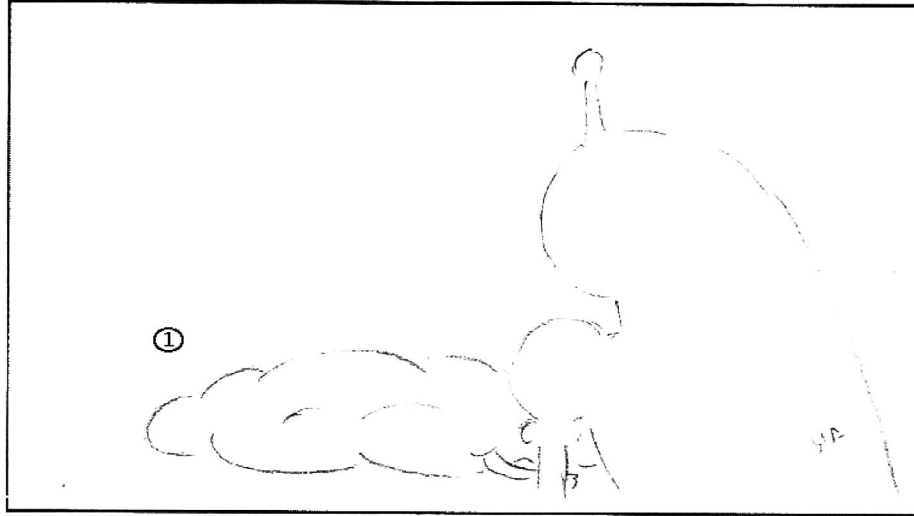
Page 209

Sc. 165

Pnl. E

Bg.

day night

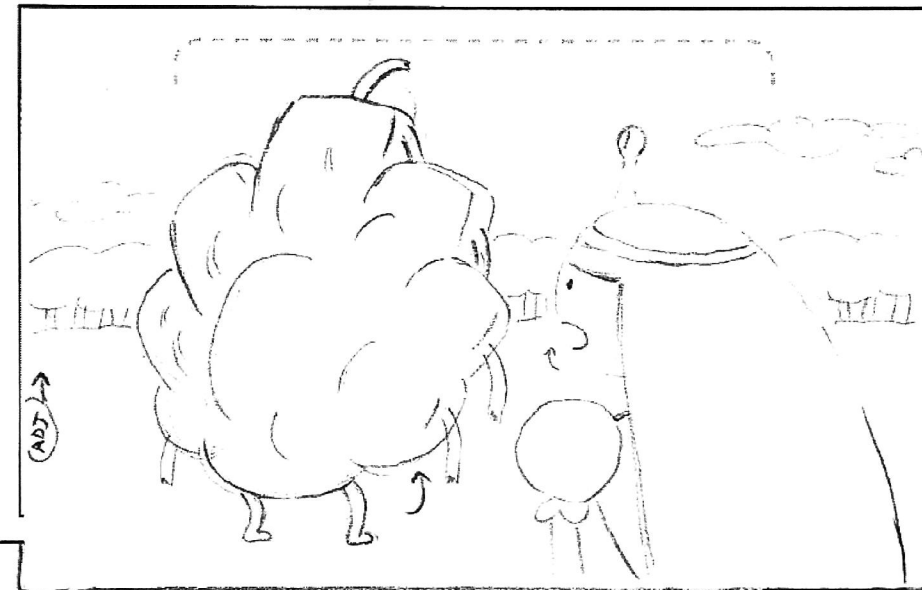


Sc. 165

Pnl. F

Bg.

day night



STOP

1025-164

EPISODE #

START

Production :

Dialog:

CJ: \*SOUNDS JUMBLINE.\*

- GOO PILE STANDS UP

Action:

- ADJ W/ GOO PILE

Timing:



© 2011 This material is the property of The Cartoon Network, Inc. It is unpublished and must not be taken from the series, duplicated or used in any manner, except for production purposes, and may not be sold or transferred.

# ADVENTURE TIME

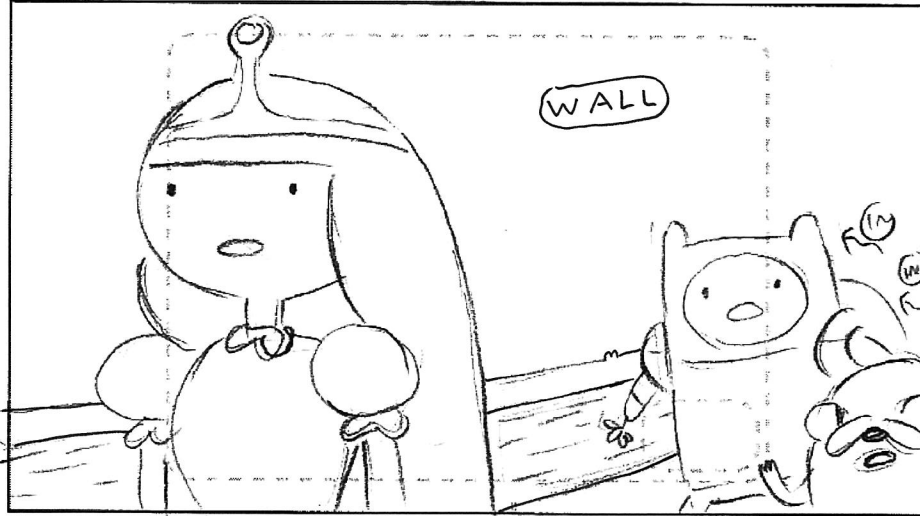


Sc. 166

Pnl. A

Bg.

day night

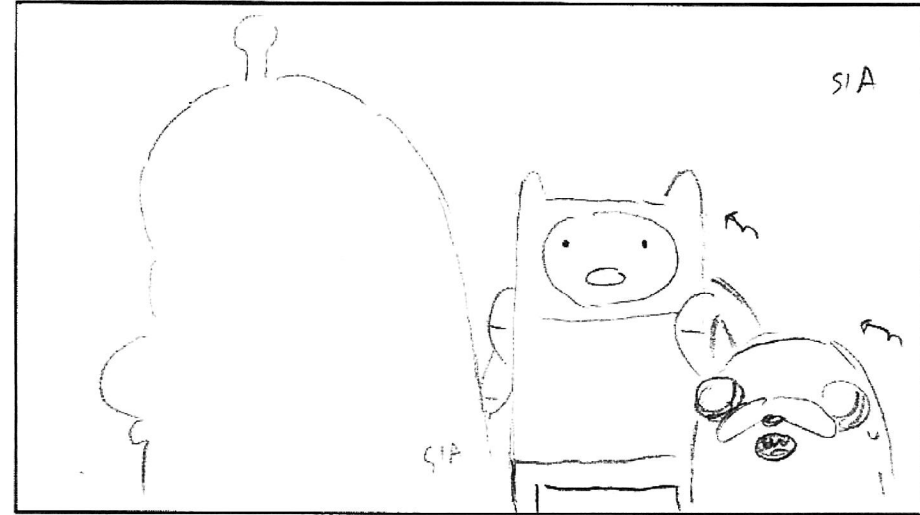


Sc. 166

Pnl. B

Bg.

day night



Dialog:

J: MOTHER OF GROB

Action:

-F+J RUN ON/IS.

Timing:

EPISODE #

Production :

1025-164

© 2011 This material is the Property of The Cartoon Network, Inc. It is unpublished and may not be taken from the studio, duplicated or used in any manner, except for production purposes, and may not be sold or transferred.

# ADVENTURE TIME



Sc. 167

Pnl. A

Bg.

day night

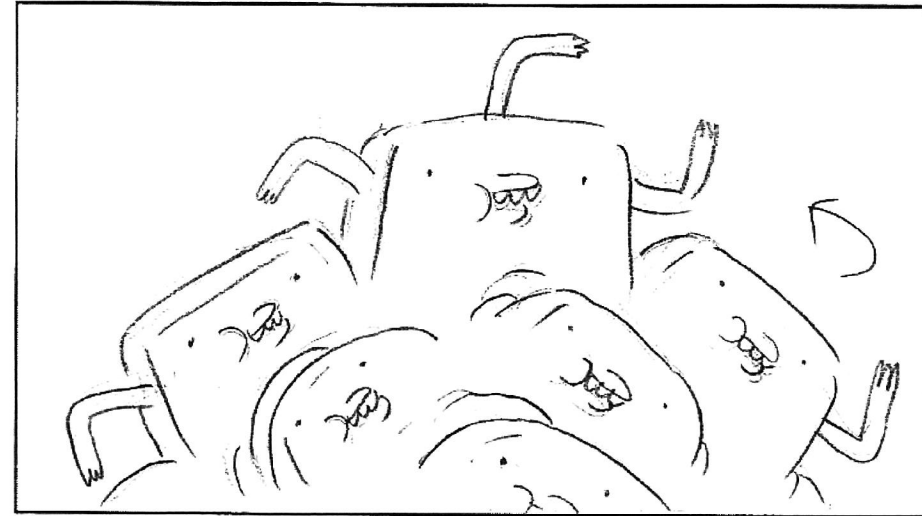


Sc. 167

Pnl. B

Bg.

Page 211  
day night



Dialog:

CJ = VRRRT - CHKKK...

Action:

- GOD MASS TURNS TOWARD CAMERA  
REVEALLING MULTI-HEADED MUTANT  
JAMES

Timing:

EPISODE #

1025-164

Production :

© 2011 This material is the property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio, duplicated or used in any manner, except for production purposes, and may not be sold or transferred.

# ADVENTURE TIME

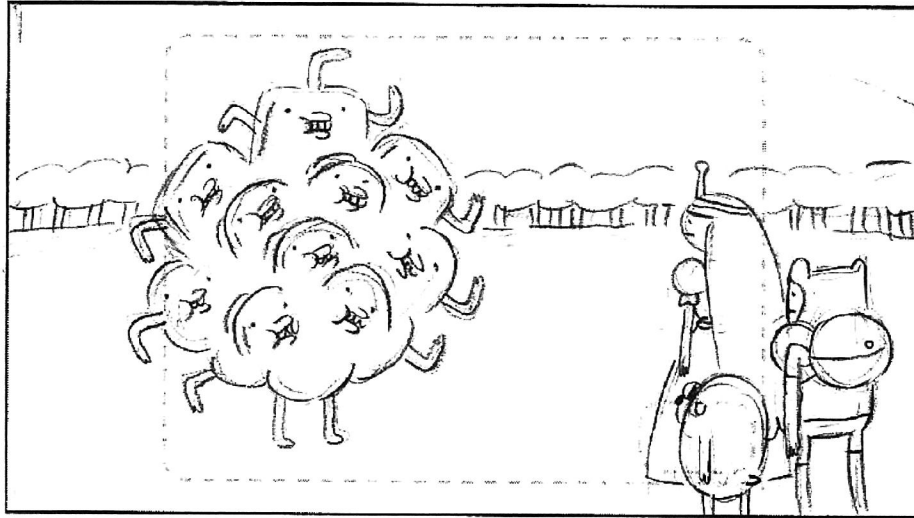


Sc. 168

Pnl. A

Bg.

day night



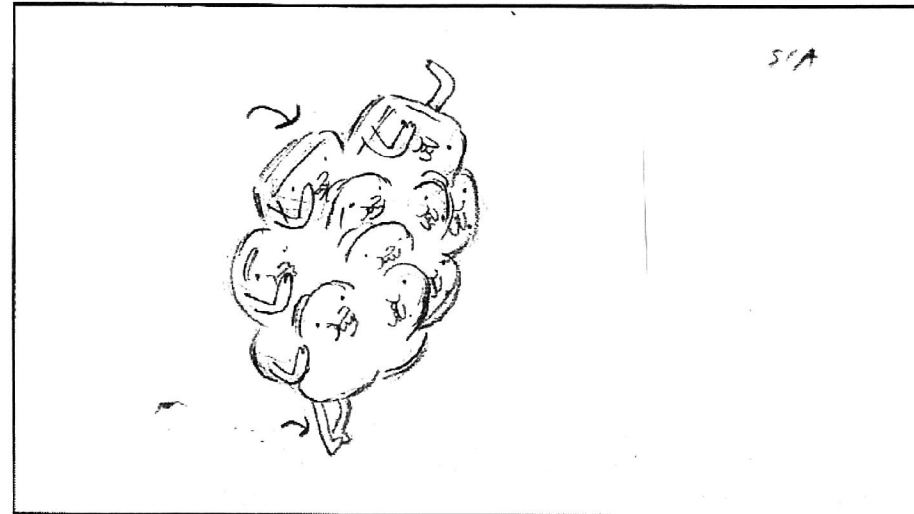
Sc. 168

Pnl. B

Bg.

Page 212

day night



Dialog:

MJ: VRRRT-CHK

Action:

- MJ EXTENDS HIS RIGHT LEG, BENDS FORWARD

Timing:

EPISODE #

Production :

1025-164



© 2011 This material is the property of The Cartoon Network, Inc. It is unpublished and must not be taken from this studio, duplicated or used in any manner except for production purposes, and may not be sold or transferred.

ADVENTURE TIME

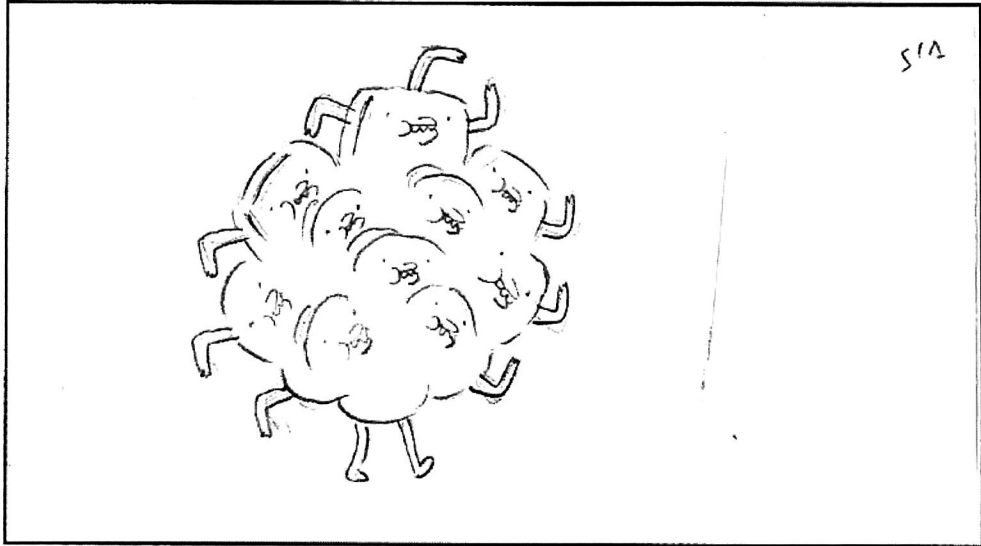


Sc. 168

Pnl. C

Bg.

day night



Sc. 168

Pnl. D

Bg.

day night



Dialog:

MJ : VRRT - CHK

MJ : VRRT - CHK

Action:

- EXTENDS THE OTHER LEG, BENDS UPRIGHT

- BENDS FORWARD AGAIN

Timing:

EPISODE #

Production :

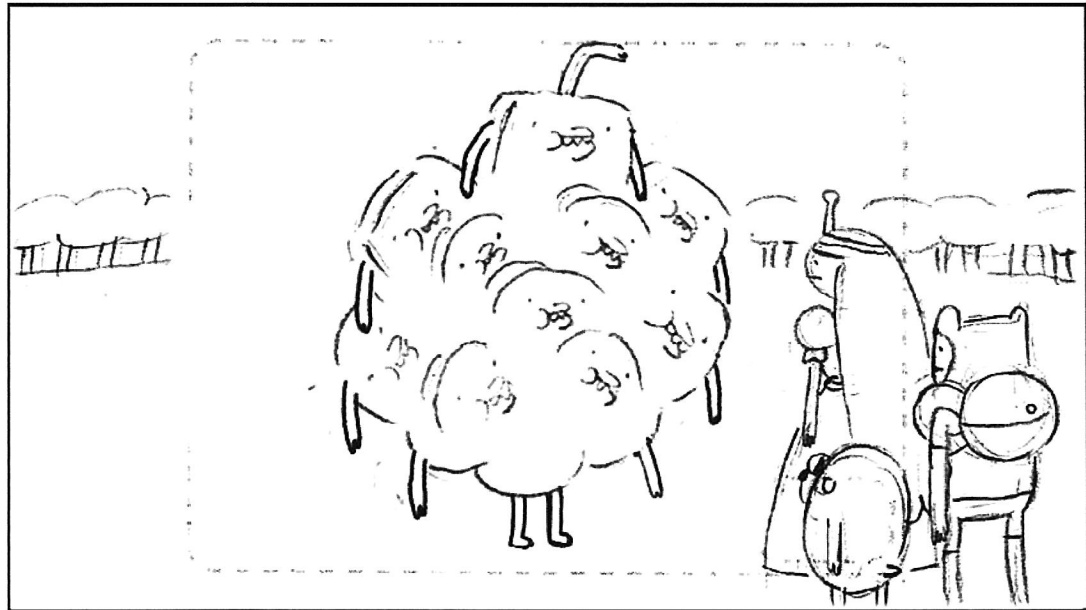
1025-164

© 2009 This material is the Property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio, duplicated or used in any manner, except for production purposes, and may not be sold or transferred.

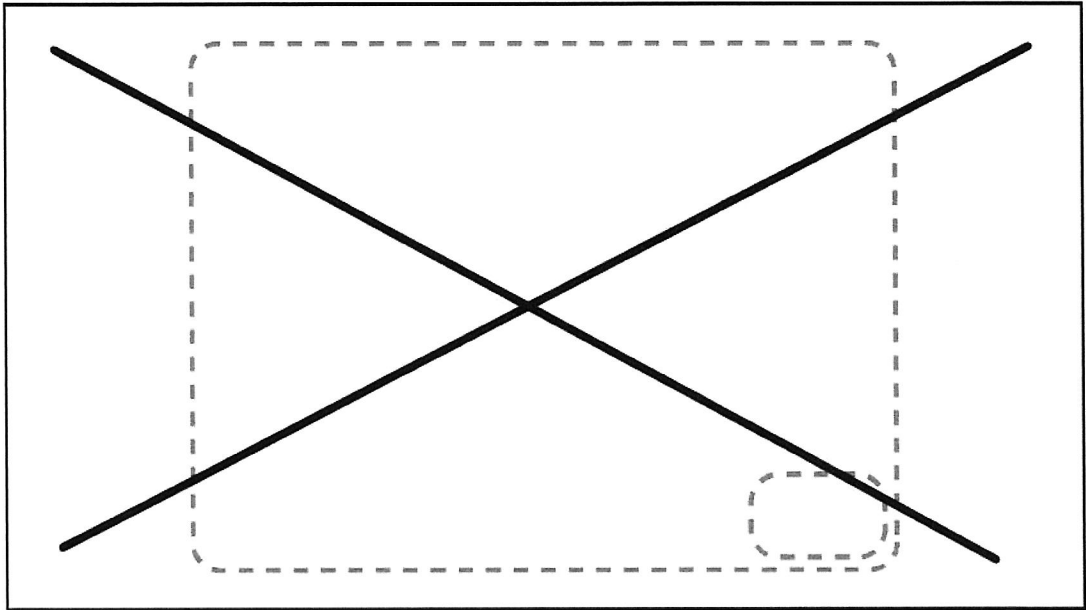
# ADVENTURE TIME



Sc. 168 Pnl. E Bg. day night



Sc. Pnl. Bg. day night



Dialog:
Action:
Timing:

EPISODE # 1025-164

Production :

# ADVENTURE TIME



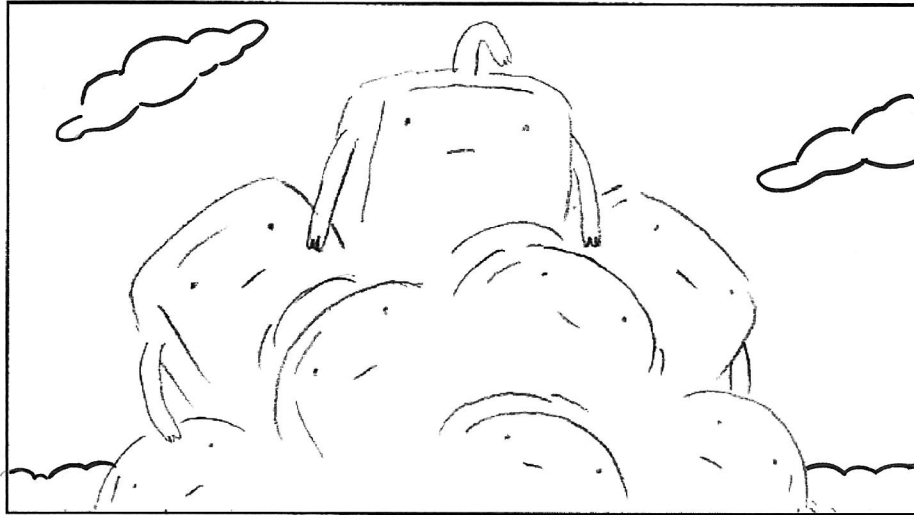
Page 214

Sc. 170

Pnl. A

Bg.

day night

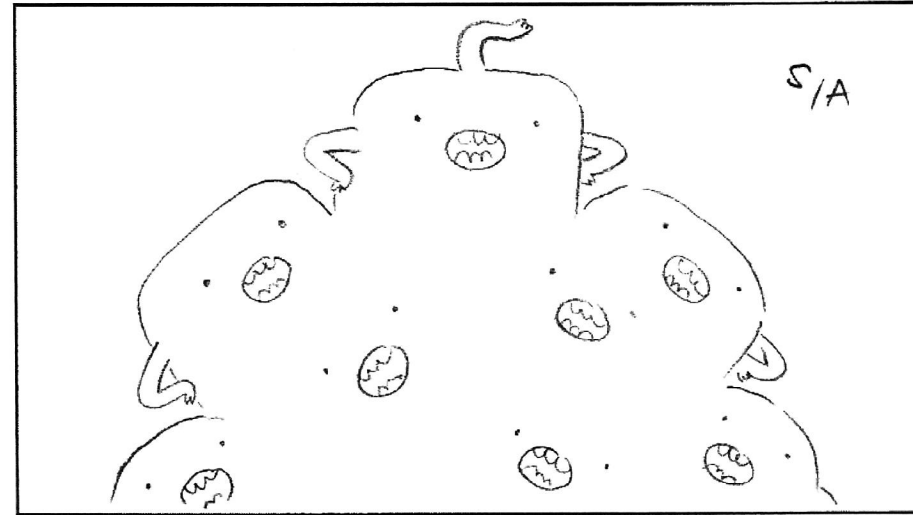


Sc. 170

Pnl. B

Bg.

day night



Dialog:

MJ: WE TOLD YOU WE WERE HEROES

Action:

Timing:

EPISODE #

Production :

1025-164

© 2008. This material is the property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio, duplicated or used in any manner, except for production purposes, and may not be sold or transferred.

# ADVENTURE TIME



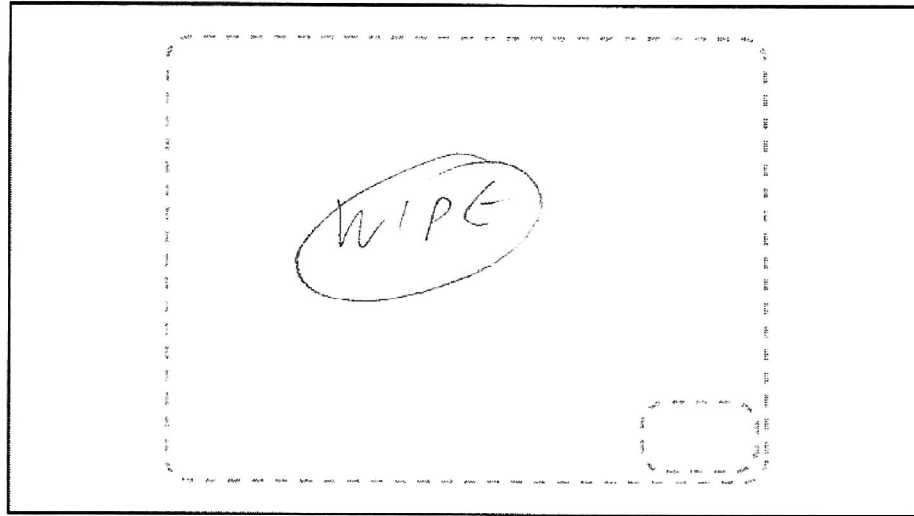
Page 215

Sc.

Pnl.

Bg.

day night



Sc. 171

Pnl. A

Bg.

day night



Dialog:

PB: I HEREBY AWARD THEE ...

Action:

Timing:

EPISODE #

1025-164

Production :



© 2011. This material is the property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio. Audited or used in any manner except for production purposes, and may not be sold or transferred.

# ADVENTURE TIME



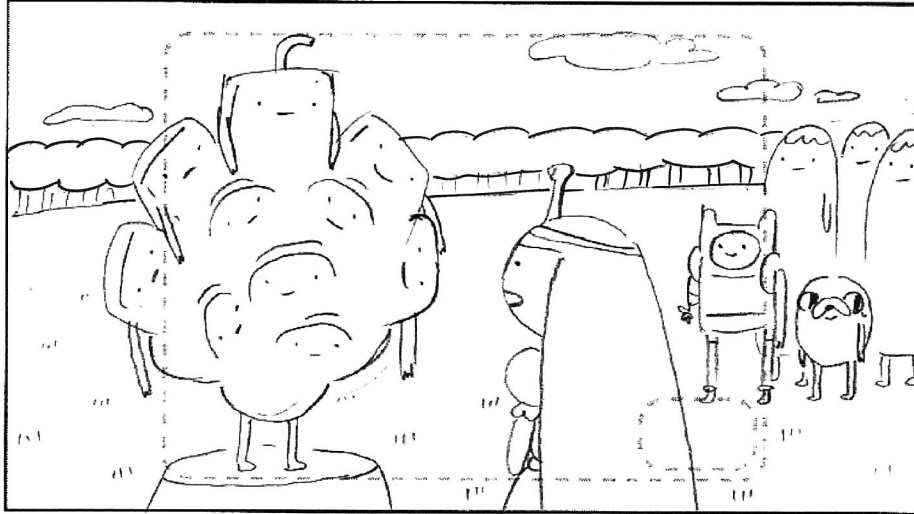
Page 210

Sc. 172

Pl. A

Bg.

day night

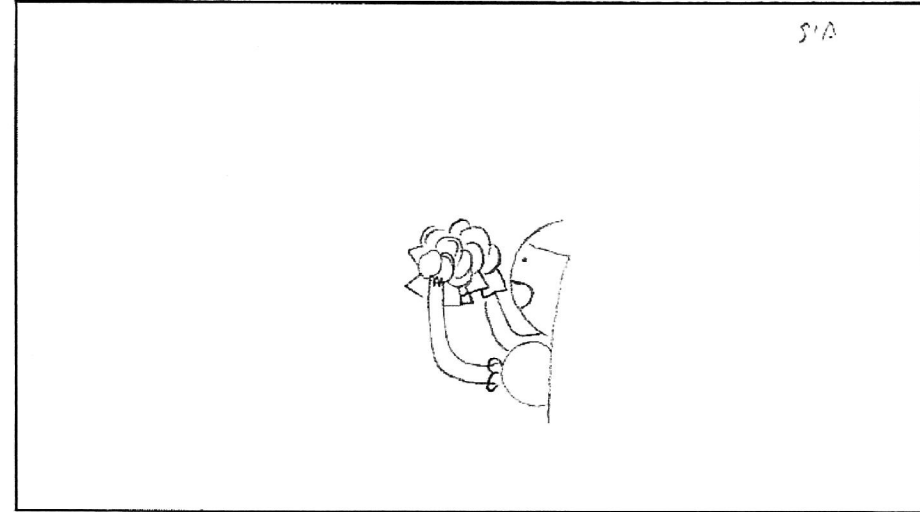


Sc. 172

Pl. B

Bg.

day night



Dialog:

PB: UM, JAMESSES ...

PB: THESE MEDALS FOR BRAVERY!

Action:

-PB LIFTS UP A WAD OF MEDALS

Timing:

EPISODE #

Production :

1025-164

© 2011 This material is the property of The Cartoon Network, Inc. It is unpublished and must not be taken from this source, duplicated or used in any manner, except for production purposes, and may not be sold or transferred.

# ADVENTURE TIME



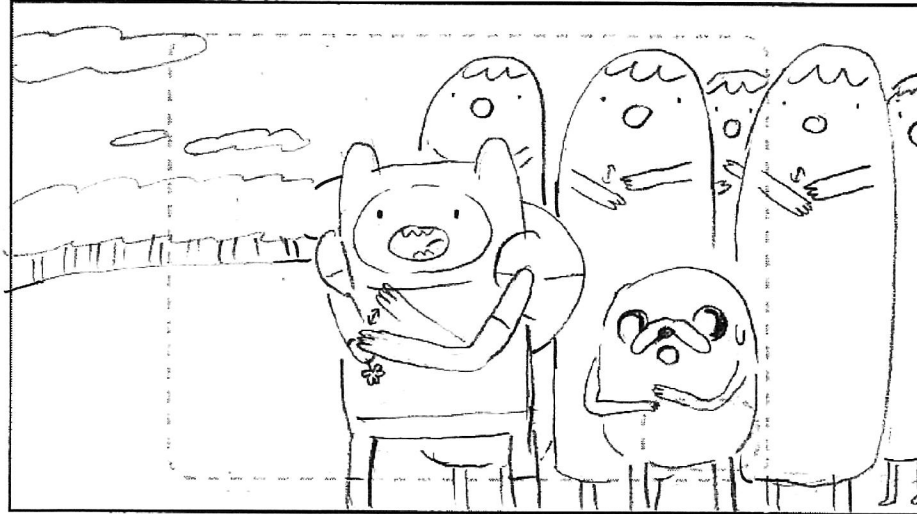
Page 217

Sc. 173

Pnl. A

Bg.

day night

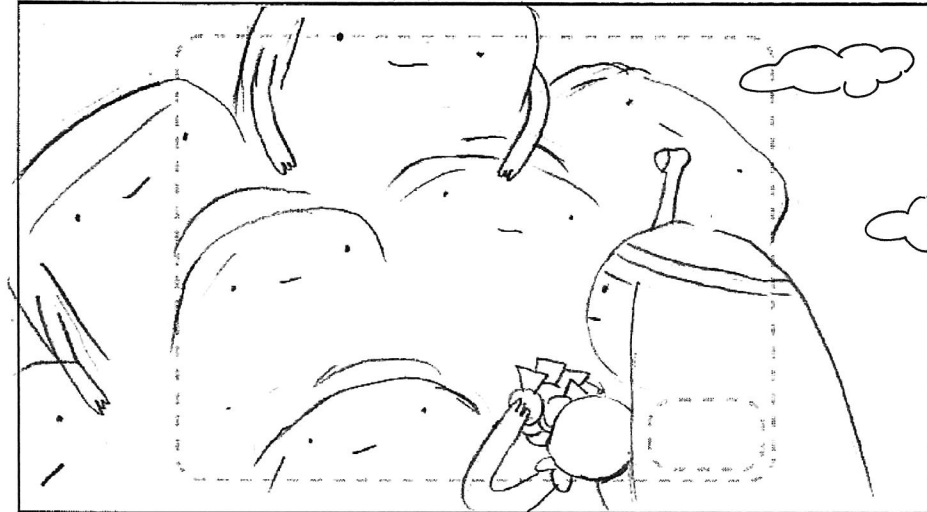


Sc. 174

Pnl. A

Bg.

day night



Dialog:

(CROWD CHEERS)

F: DAZ MA BOI JAMEZUZ!

J: WOO!

S.P.

Action:

- F, J, AND BMO APPLAUD  
(F JUST SLAPS HIS STUMP)

Timing:

EPISODE #

1025-164

Production :

© 2011 This material is the property of The Cartoon Network, Inc. It is unpublished and must not be taken from this studio, duplicated or used in any manner except for production purposes, and may not be sold or transferred.

# ADVENTURE TIME

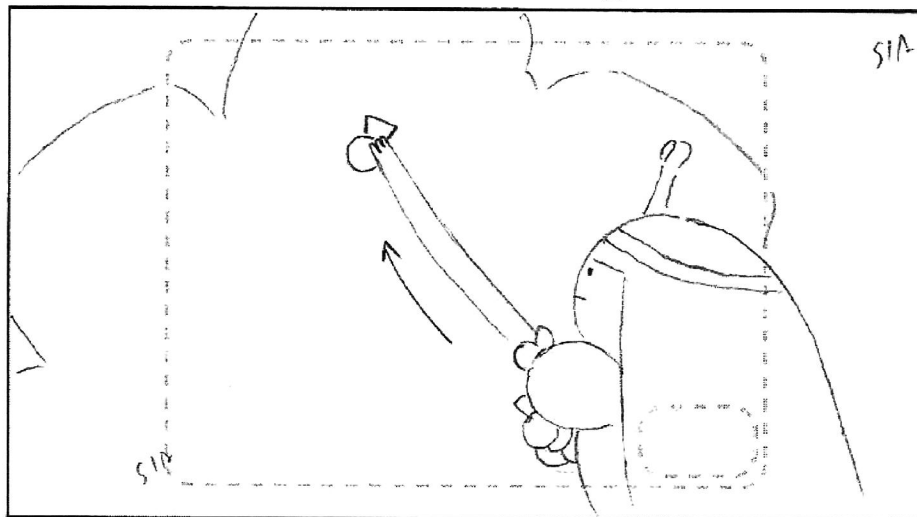


Sc. 174

Pnl. B

Bg.

day night



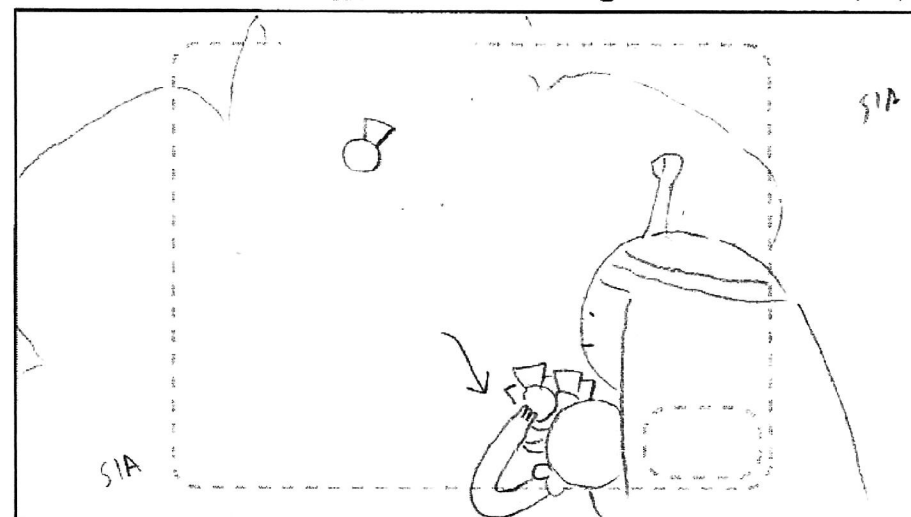
Sc. 174

Pnl. C

Bg.

Page 218

day night



Dialog:

Action:

- PB STICKS A MEDAL ONTO  
A JAMES' CHEST

- PB GETS ANOTHER MEDAL

Timing:

EPISODE #

Production :

1025-164

© 2011 This material is the property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio. Adapted as used in any manner, except for production purposes, and may not be sold or transferred.

# ADVENTURE TIME

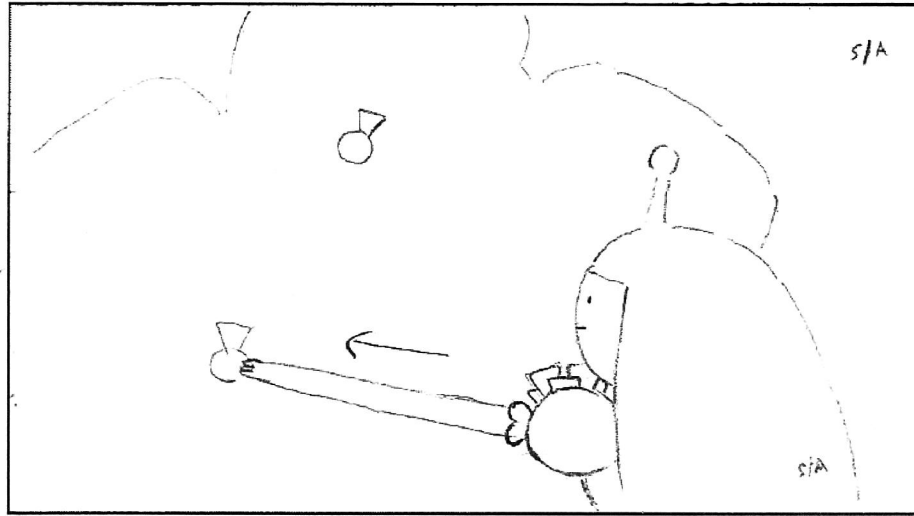


Sc. 174

Pnl. D

Bg.

day night

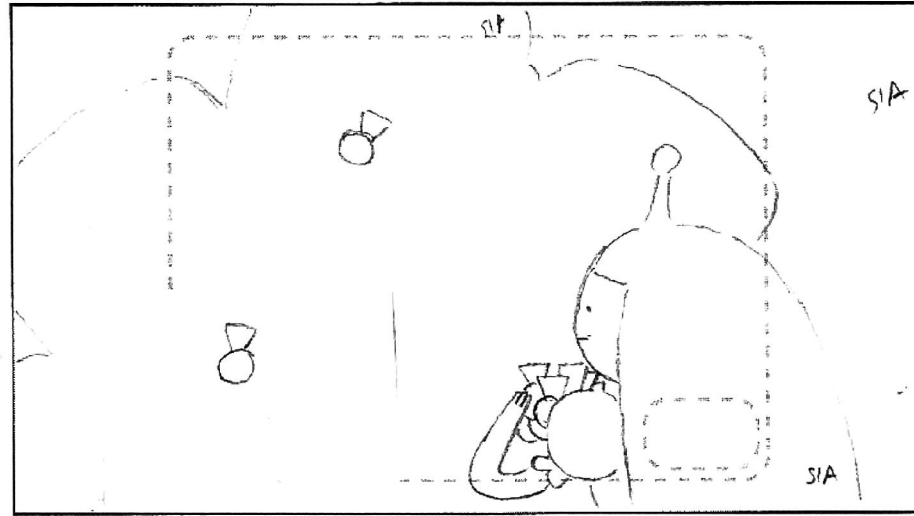


Sc. 174

Pnl. E

Bg.

day night



Dialog:	
Action:	- PB STICKS MEDAL ONTO ANOTHER JAMES' CHEST - PB GOES FOR ANOTHER MEDAL
Timing:	

EPISODE #

Production :

1025-164



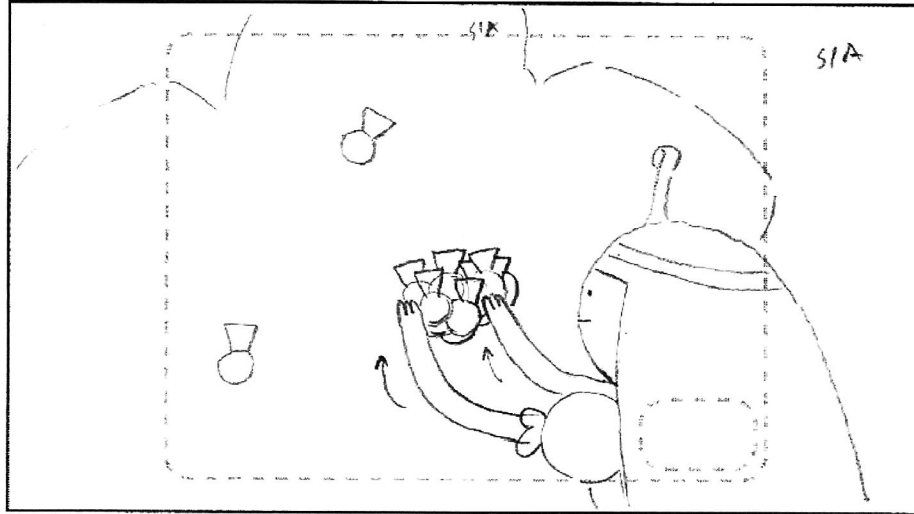
© 2011 This material is the property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio, duplicated or used in any manner except for production purposes, and may not be sold or transferred.

# ADVENTURE TIME



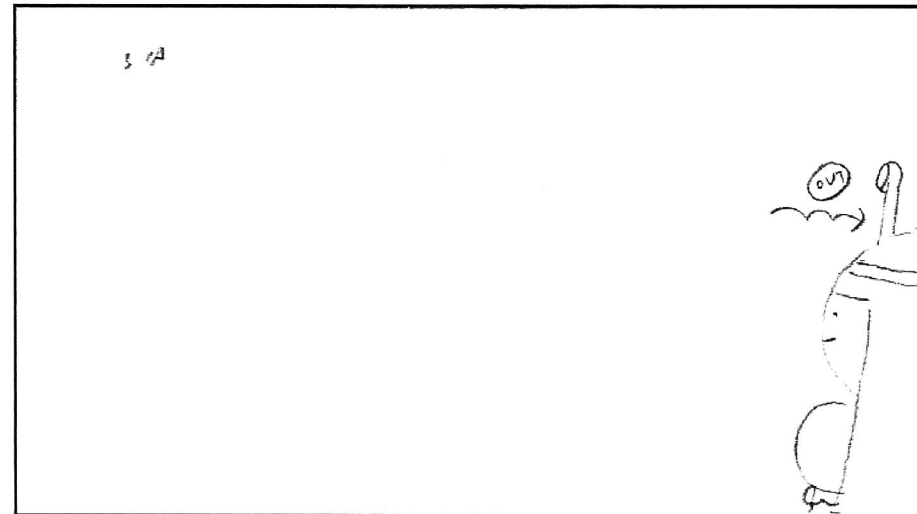
Page 220  
day night

Sc. 174 Pnl. F Bg.



day night

Sc. 174 Pnl. G Bg.



day night

Dialog:

Action:

- PB STICKS THE WHOLE WAD OF  
MEDALS ONTO MJ

- PB BACKS OUT OFF/S

Timing:

EPISODE #

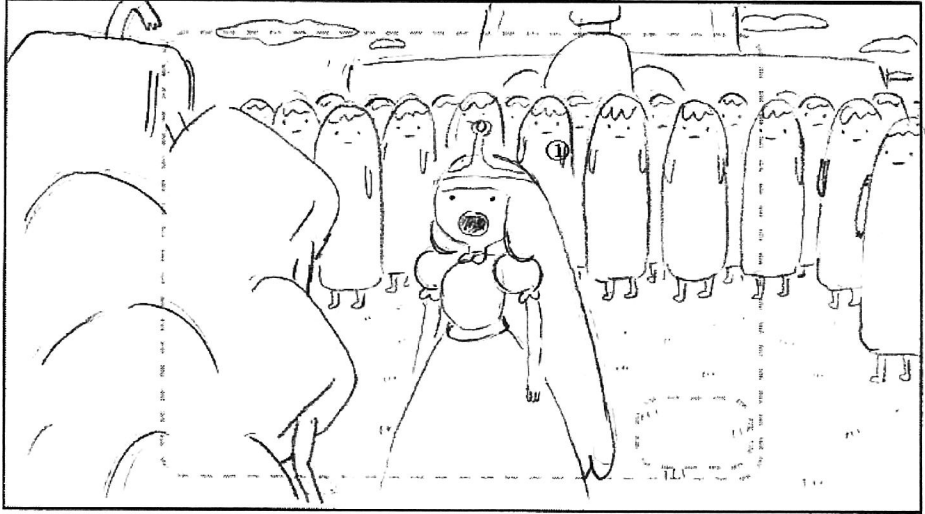
1025-164

Production :

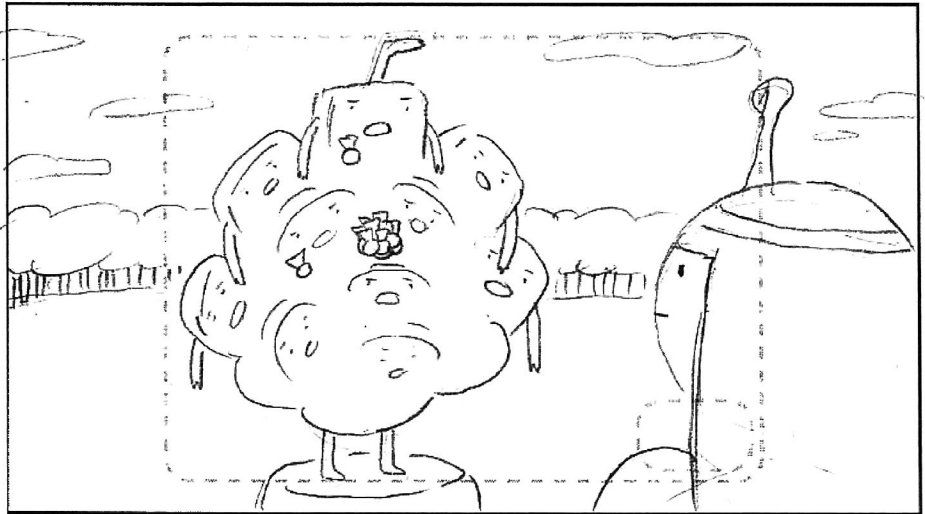
ADVENTURE TIME



Sc. 175 Pnl. A Bg. day night



Sc. 176 Pnl. A Bg. day night



Dialog:	
PB: NOW FOR YOUR NEW ASSIGNMENT, JAMESES. GO UNTO THE WASTELANDS, AND NEVER COME BACK.	
MJ: WHADDA - WHIA...?	
Action:	SP ② ③
Timing:	

© 2011 This material is the Property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio, duplicated or used in any manner except for production purposes, and may not be sold or transferred.

EPISODE #

1025-164

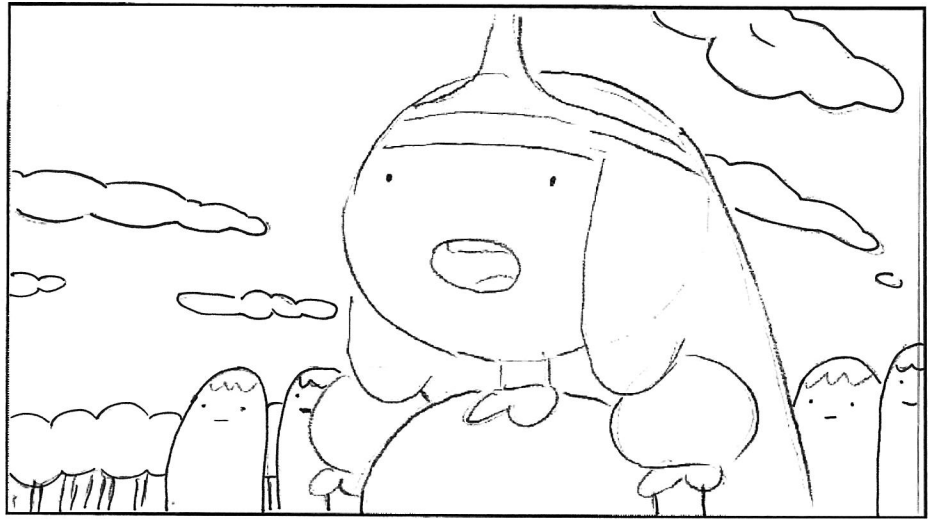
Production :

© 2011 This material is the Property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio, duplicated or used in any manner except for production purposes, and may not be sold or transferred.

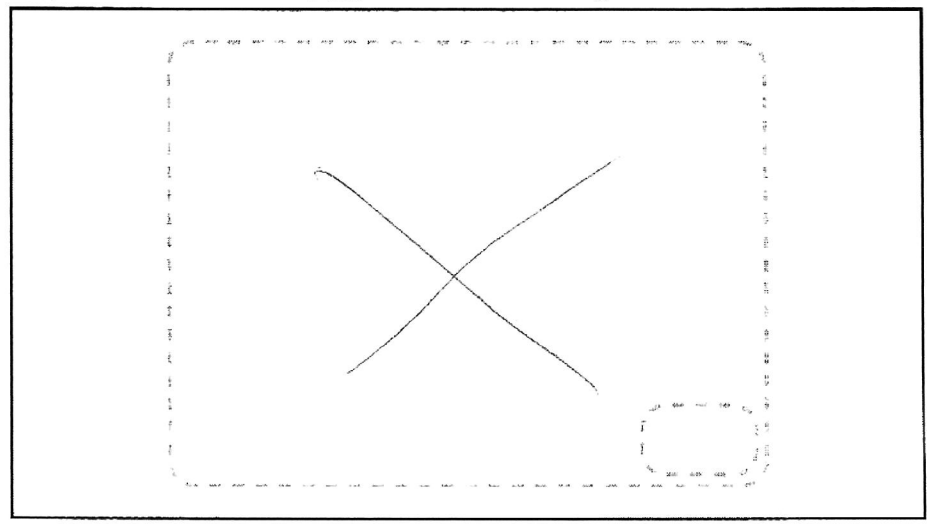
# ADVENTURE TIME



Sc. 177 Pnl. A Bg. day night



Sc. Pnl. Bg. day night



Dialog:	PB: I'LL SEND YOU A MEDAL EVERY DAY.
Action:	
Timing:	

Production : EPISODE #

1025-164

c 2011 This material is the property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio. Adapted or used in any manner except for production purposes, and may not be sold or transferred.

# ADVENTURE TIME



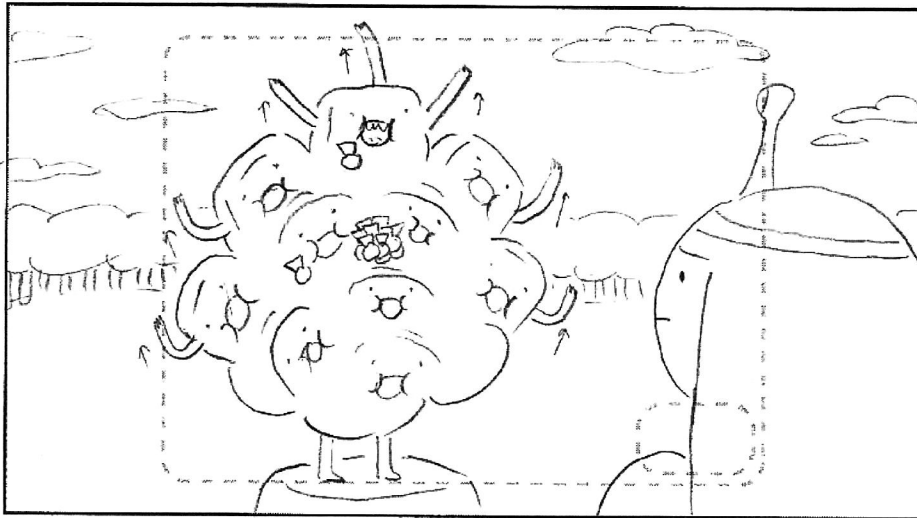
Page 223

Sc. 178

Pnl. A

Bg.

day night

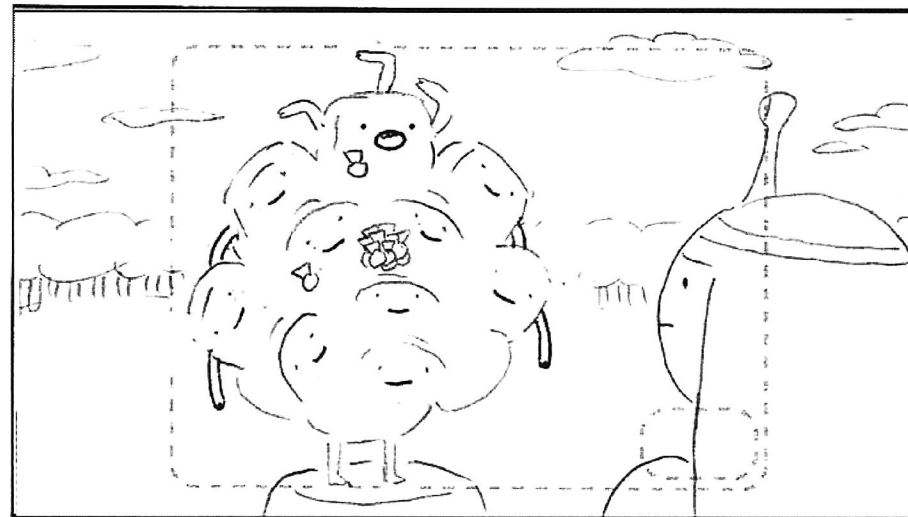


Sc. 178

Pnl. B

Bg.

day night



Dialog:

CJ: YAAAY!

CJ: COME ON EVERY James!

Action:

SP

- MJ MOTIONS WITH ALL HIS ARMS

Timing:



EPISODE #

1025-164

Production :



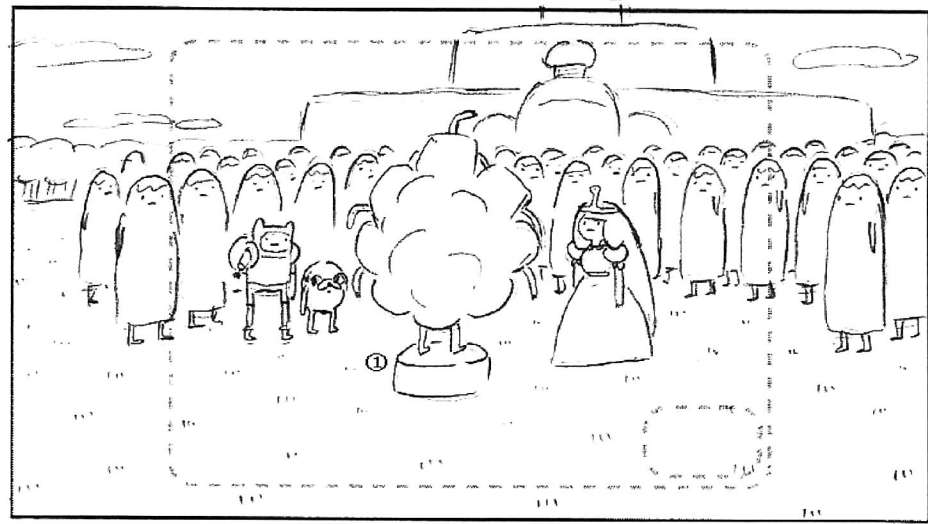
© 2011 This material is the property of The Cartoon Network, Inc. It is unpublished and must not be shown from the script, duplicated or used in any manner except for production purposes, and may not be sold or transferred.

ADVENTURE TIME

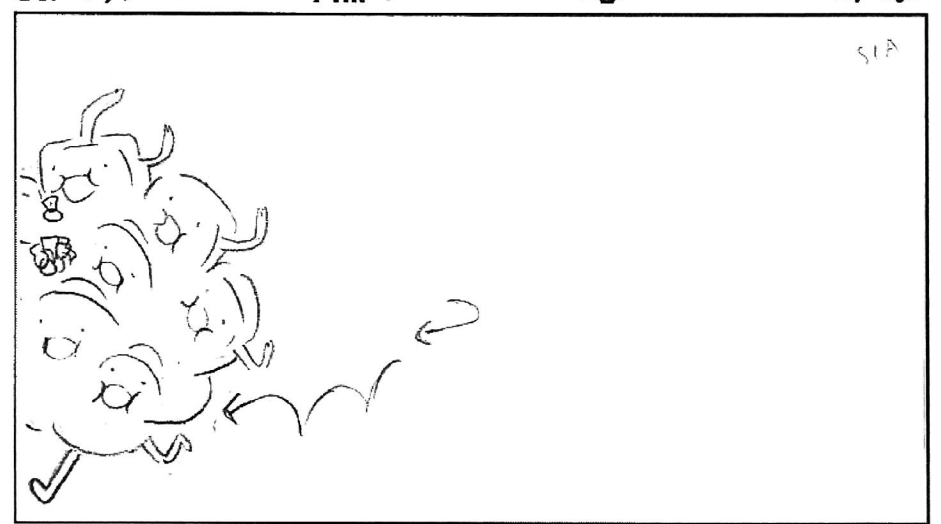


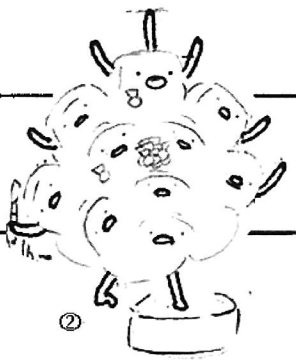

Page 224

Sc. 179 Pnl. A Bg. day night



Sc. 179 Pnl. B Bg. day night



Dialog:		MT= MEDALLESS!	
Action:			
Timing:		- MT JUMPS OFF PEDASTOL AND RUNS OFF/IS	

EPISODE #

Production :

1025-164

ADVENTURE TIME

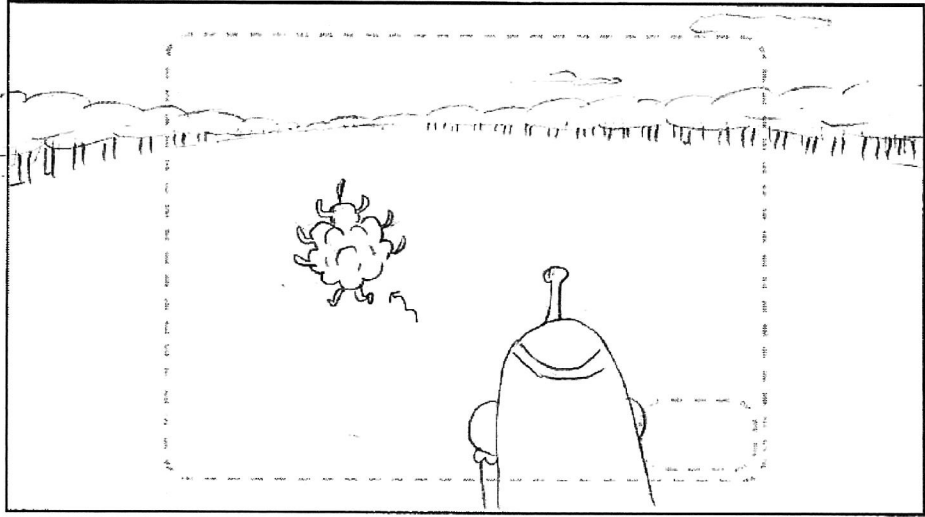


Sc. 180

Pnl. A

Bg.

day night

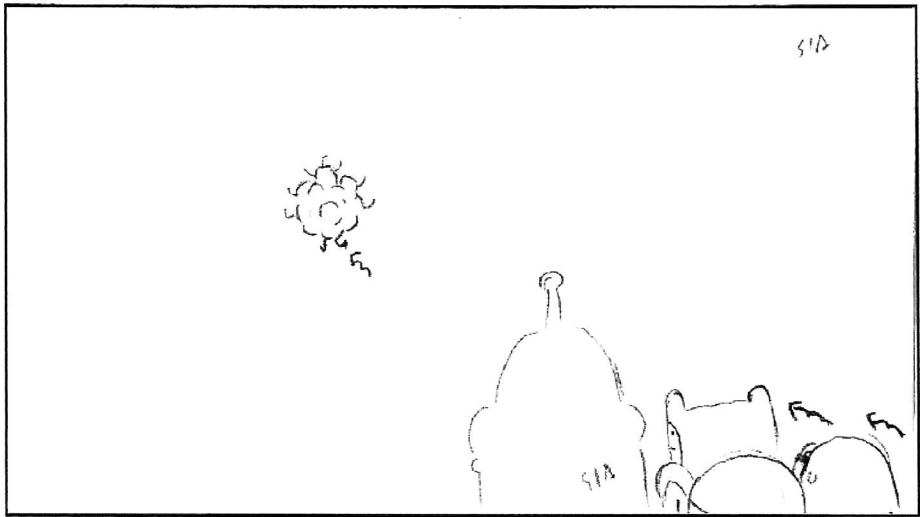


Sc. 180

Pnl. B

Bg.

day night



Dialog: MJ = MEDALS! MEDALS!

Action: - MJ RUNS TOWARD HORIZON AS PB WATCHES

Timing:

MJ: MEDALS! MEDALS!

- F1 J WALK ON/S, NEXT TO PB

- MJ KEEPS RUNNING

© 2011 This material is the property of The Cartoon Network, Inc. It is hereby acknowledged and must not be used in any manner, except for production purposes, and may not be sold or transferred.

EPISODE #

Production :

1025-164

© 2011 This material is the property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio, designed or used in any manner except for production purposes, and may not be sold or transferred.

ADVENTURE TIME



Page 226

Sc. 180 Pnl. C Bg. day night

Sc. Pnl. Bg. day night

Dialog:	MT = MEDALS! MEDALS!
Action:	- MT RUNNING
Timing:	

EPISODE # 1025-164

Production :

# ADVENTURE TIME

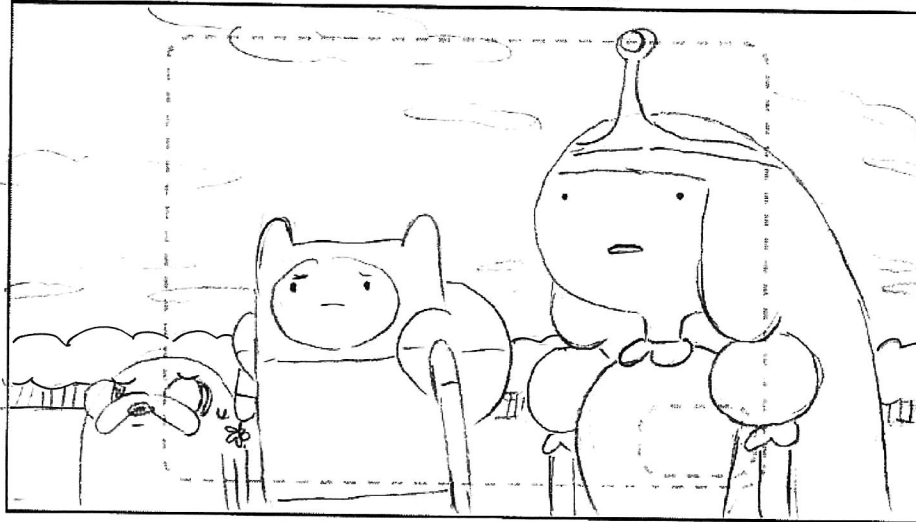


Sc. 181

Pnl. A

Bg.

day night



Sc.

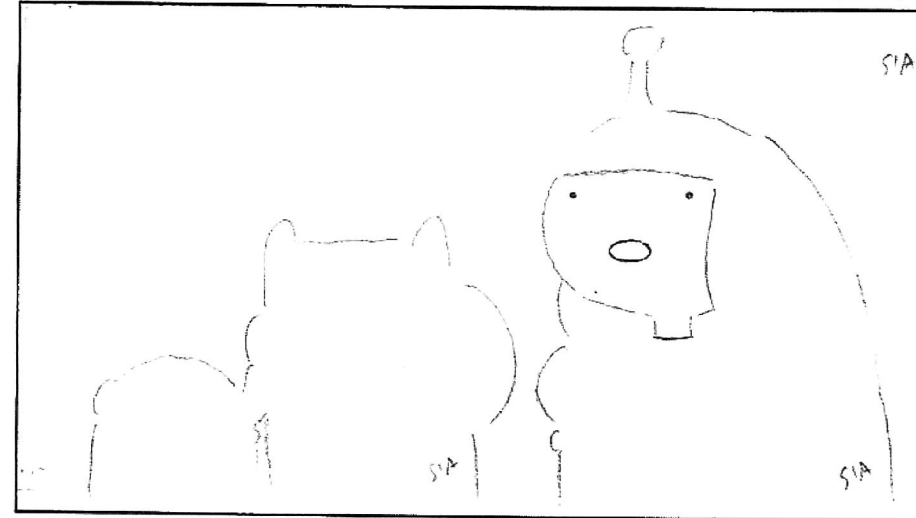
181

Pnl. B

Bg.

Page 227

day night



Dialog:

PB = (SIGH)

MJ = (OFF/S) MEDALS! MEDALS! (FAINT)

PB: I'M NOT GONNA MISS HIM.

Action:

END

Timing:

EPISODE #

Production :

1025-164